



THE One

DECEMBER 1988
ISSUE THREE
AN EMAP PUBLICATION

£1.50
DM 8.50

**OPERATION
WOLF**
Ocean's
conversion
Uzis playability



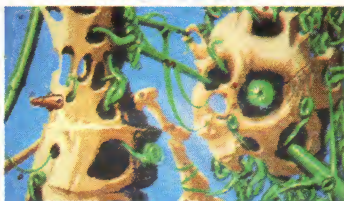
FOR 16-BIT GAMING

P-P-P-PICK UP A PENGUIN

FREE INSIDE!!

**1989
WALL
PLANNER**

PHANTOM FIGHTER
Martech



TURBO CUP Loricels

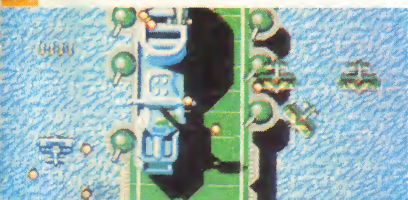


SPEEDBALL
Player's Guide

FALCON'e!!

FALCON

Spectrum
HoloByte
Mirrorsoft



FLYING SHARK
Firebird



CHALLENGING + ADDICTIVE!

IT'S YOUR ONLY

R-TYPE

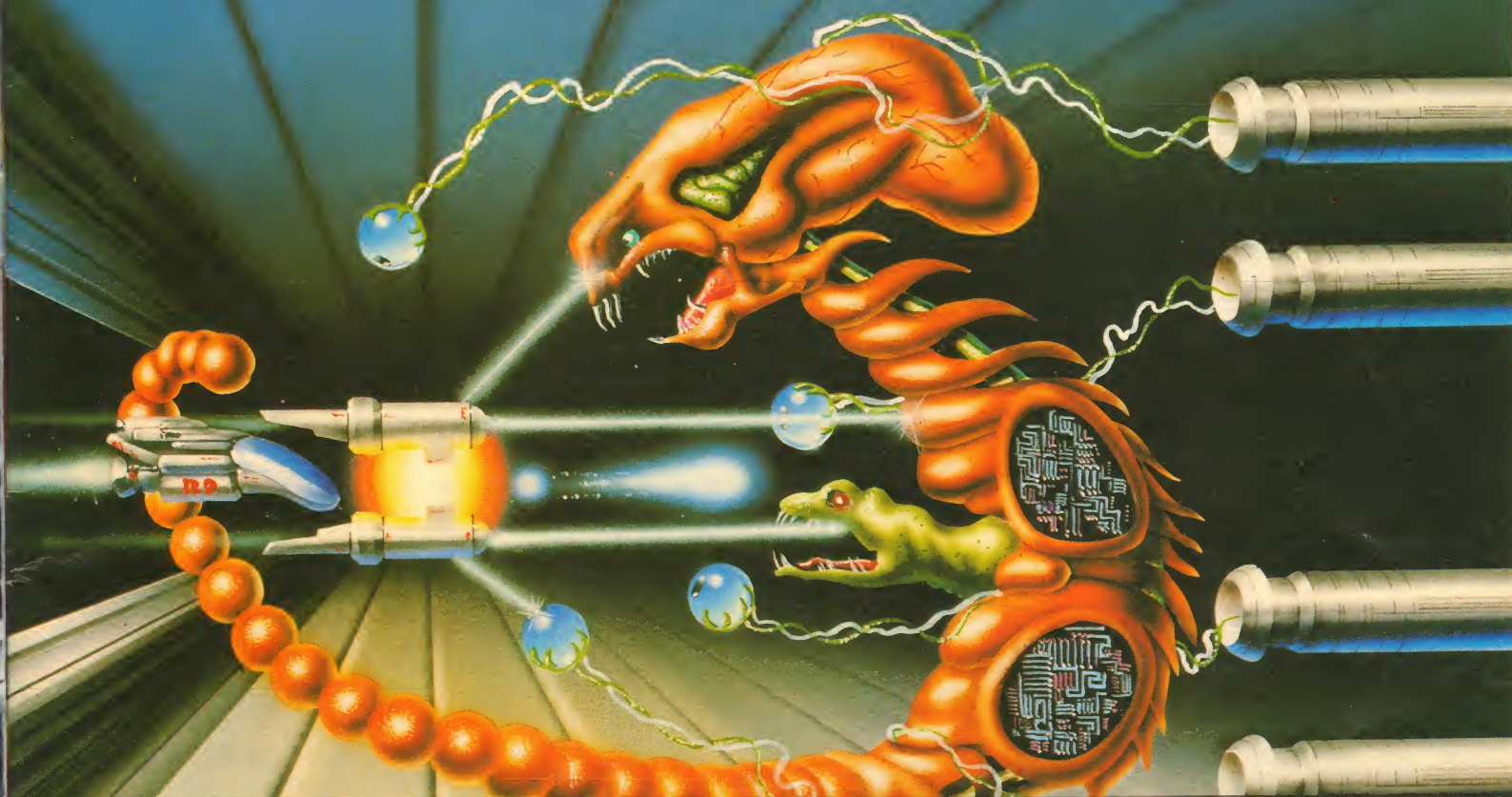
'ST version looks identical to the arcade version ...

— C & VG November '88

'An absolute must for Spectrum-blasting fanatics ...

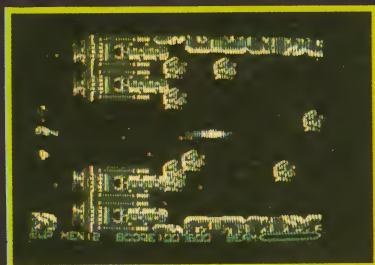
— C & VG November '88

R-TYPE

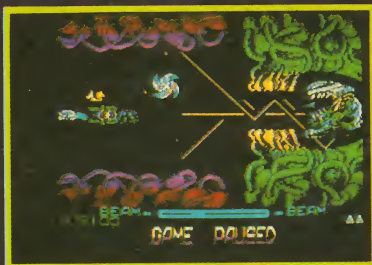


EXCELLENT SHOOT 'EM UP!

ONLY DEFENCE



Commodore 64 screen shots shown



Spectrum screen shots shown



ELECTRIC DREAMS
SOFTWARE

Available on Commodore 64/128 cassette (£9.99) and disk (£14.99), Spectrum (£9.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£19.99) and on Amiga (£24.99).

R-TYPE™
© 1987 IREM CORPORATION
LICENSED TO ELECTRIC DREAMS



Editor Gary Penn; **Art Editor** Gareth Jones; **Advertising Manager** Mark Scriven; **Magazine Assistant** Jennifer Dunphy; **Contributing Editors** Ciarán Brennan, Steve Jarratt, Nicholas O'Kelly, Brian Nesbitt, Graham Taylor, Gary Whitta; **Photography** Ian Watson; **Publisher** Clive Pembroke; **Typesetting & Artwork** by Professional Reprographic Services, 53a High Street, Huntingdon, Cambridgeshire PE18 6AQ **Colour Origination** by Mainset, 181 Hemmingford Road, London N1 **Printed** by Southern Print, Upton Factory, Upton, Poole, Dorset **Distributed** by EMAP Frontline Ltd

Telephone Numbers

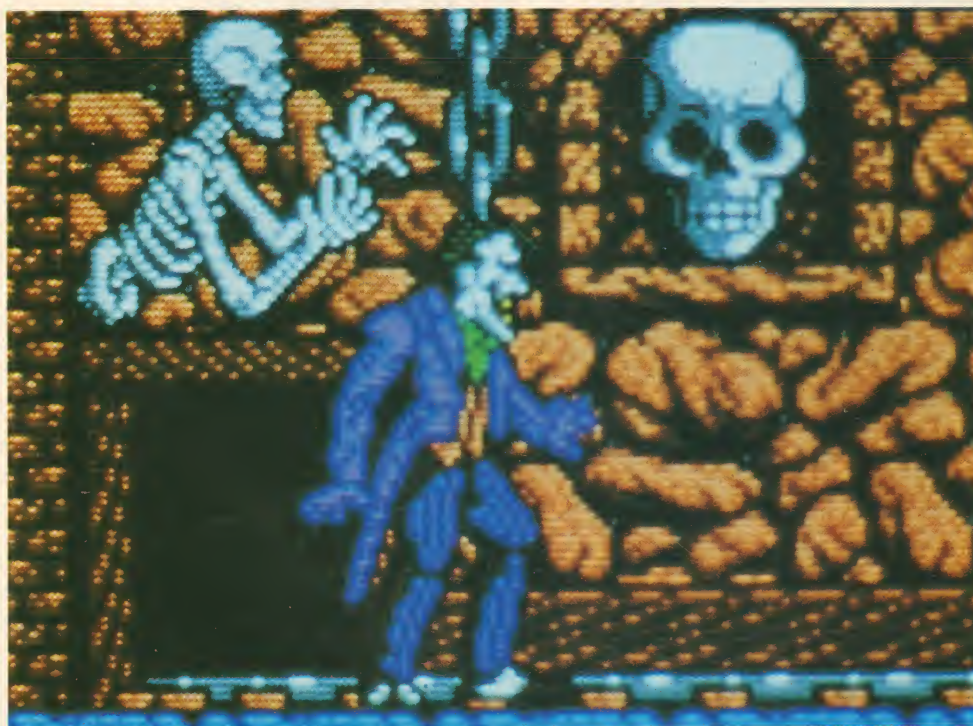
Editorial & Advertising 01 251 6222
Facsimile 01 608 2696
Subscription Queries 0858 410510

Addresses

Editorial & Advertising: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
Subscriptions: PO Box 500, Leicester LE99 0AA
Back Issues: EMAP Frontline Ltd, 1 Lincoln Court, Peterborough PE1 2RP
With special Thanks To: all at Newsfield, without whom we'd never realise how lucky we really are.

26 BATMAN

He may not have a Robin beside him, but the Caped Crusader is all set to give the Penguin the bird in Ocean's latest Batgame.



49 GARFIELD

The fabulous fat feline that spawned a thousand spin-offs has finally made it onto 16-bit screens, as The Edge brings you the latest versions of its **Garfield** game. So if you have the mug, the badge, the cuddly toy and the rest, why not have a go at kicking Odie for yourself?

8

NEWS

Coin-op conversions for Christmas and the New Year include US Gold's weighty Thunderblade Image Works' Blasteroids. And when it comes to classics, there's news of the follow-up to Mercenary... and whatever happened to The Last Ninja?

18

REVIEWS

44 pages of pictures, prose and probing.

- 81 **1943** (Capcom)
- 45 **Artura** (Gremlin)
- 26 **Batman** (Ocean)
- 63 **Crystal Hammer** (Axxiom)
- 18 **Falcon** (Mirrorsoft/Spectrum HoloByte)
- 87 **Fish!** (Rainbird)
- 92 **Flying Shark** (Firebird)
- 49 **Garfield** (The Edge)
- 96 **Hellfire Attack** (Martech)
- 33 **Joan of Arc** (US Gold)
- 100 **Operation Wolf** (Ocean)
- 75 **Phantom Fighter** (Martech)
- 36 **Powerdrome** (Electronic Arts)
- 72 **Powerstyx** (Axxiom)
- 24 **Return of the Jedi** (Domark)
- 53 **Sorcery Plus** (Virgin)
- 69 **Trivial Pursuit: A New Beginning** (Domark)
- 40 **Turbo Cup** (Loricels)

87 FISH!

It could have been all wet, but we haddock good time with Magnetic Scroll's piscine adventure.



TENTS



92 FLYING SHARK

Is Firebird's scrolling conversion a shoot 'em up with teeth, or a different kettle of fish?

56 TIPS

Help and encouragement for, among others, Starglider II, Eliminator, Carrier Command and Menace.

57 PLAY GUIDE

The roughest, toughest sports simulation for the next century gets the complete once over, as The One's tipping team takes you through the 'dos and don'ts' of Speedball.



104 DEMOS

Music blasts and heads explode, as we bring a new definition to the word hacker. And for those who like a demonstration before you play, there's a look at Sword Of Sodan and Dragon's Lair.

106 ARCADES

RoboCop heads the bill, but there's stiff competition in the coin-op jungle from Sega's latest sit-down racer, Power Drift.

110 FEATURE

Would-be pop star Nick Kelly may be a tad unknown, but at least he's big in Japan. The Celtic Crusader take us on a journey through some of the Rising Sun's rising hi-tech stars.



18 FALCON

Computer flying has never been like this! Realism is taken to new heights in Spectrum HoloByte's superlative flight simulation.

ADVERTISERS INDEX

17 Bit Software	103
Again Again	77
Baudville	32
Best Byte	95
Castle	55
Clik	109
Datel	80,98,99
Electric Dreams	2,3
Electronic Arts	30,31
Euromax	47
Evesham	48
Gremlin	9,13,68
Hammersoft	95
Holmesoft	113
Infogrames	62
Main Event	83
Megasave	103
Mirrorsoft	84,85
Ocean	44,78,79,OBC
Palace	39,52
Postronix	42,43
Rainbird	7
Rainbow Arts	35
Shekhana	95
Software Circus	73
Softsellers	71
System 3	17
Titus	65
Trybridge	86
US Gold	22,23,74,90,91,114,115
Worldwide	109

100 OPERATION WOLF

The game that filled a thousand arcades is set to terrorise your homes, as Ocean's long-awaited coin-op conversion blasts into 16-bits.



WHO'S WHO FOR ISSUE THREE

CIARÁN BRENNAN

A familiar name to some, an unmanageable mouthful to others. Up until recently it seemed that Mr Brennan was attempting to get his name into The Guinness Book of Records as the man who's worked on the most computer magazines. The almost endless list includes Crash, ZZAP! 64, Amtix, Your Sinclair, C&VG, CTW and now, of course, The One. His latest escapade has been a foray into the Amiga world and he can now be found knocking on total strangers' doors and telling them how great Rocket Ranger and F/A-18 Interceptor are.

STEVE JARRATT

The one-time industrial chemist and CRASH editor recently joined Commodore User as Deputy Editor, but for reasons best known to himself, Steve has just decided to do a bunk and pop down to Bath to pursue a career at Future. So long, Steve.

GRAHAM TAYLOR

Mr T edits sister publication Sinclair User during the day, but by night he finds himself taken over by his ST and recently acquired Amiga.

BRIAN NESBITT

Our Bri's a bit of a card, yes he is. Misunderstood by some (like Firebird's Colin Fudge) as a complete and utter dullard, 28 year old Brian (or Brian as he is best known to his chums) lives, breathes, eats, drinks, and sleeps with computer games. The bespectacled brain of Barnet enjoys processing words, playing Scrabble and Xenon on his Amiga. His brother owns an ST.

NICHOLAS O'KELLY

This diminutive Irishman's words of wisdom regularly appear in sister rag Commodore User, but this month he took a little time off to take a look at the Japanese side of electronic entertainment.

GARY PENN

He's been around a bit has our Gazza, and he's certainly picked up

plenty of experience in the process. His current faves include Image Work's Speedball, Image Work's Speedball, and ... Image Work's Speedball.

MARK SCRIVEN

Our Advertisement Manager is the man who manages the advertisements ... That is, when he's not playing Speedball (that's in his lunch hour, fatty), and helping out with the cover lines.

GARY WHITTA

Are you the sort of person who judges books by their covers? If you are, you may think this 16 year old cheeky Chingford chappy is a bit of a chump. But he's not (much). In between giving as good as he gets at Speedball, Gary writes a fair bit.

The most widely read part of almost all computer magazines is the reviews. Different magazines have different review styles and ideals, but all aim to offer an authoritative opinion. Some prefer to use any old reviewer to review any piece of software, so you occasionally end up with someone who hates a particular type of game slagging it off. This raises an important point. Consistency.

When different people get to see different games ... say one person reviews Xenon and says it's the best shoot 'em up ever seen, but in the same month another person reviews Sidewinder and also says it's the best shoot 'em up ever seen. Neither has seen the other's game, so who's right? No-one really. It's all a matter of opinion, but one should endeavour to ensure it's a consistent opinion.

While only one person is seen to review a game, at least two of us play everything that comes in, so the ratings and opinions you read are invariably those of the same people. Three opinions are all very well, but why bother to express the opinions of someone who doesn't like a particular type of game, and thus affect the ratings when an average is taken.

But review styles aren't as important as the means by which some reviews appear. Does a game have to be 100% complete to review it? No, as long as there's enough of the game present to give an accurate indication as to its quality. For example, if there are four progressive levels to a game and only the first two are fully complete, why not review it? If

the product was complete, and assuming those two levels aren't too easy to finish, the chances of seeing the last two levels would be pretty slim anyway.

It's all very easy to get an early demo of a game, review it and give it a good mark so no-one complains too loudly. All well and good. But what if the game's not really very good? Who can you trust! For example, Mastertronic recently provided magazines with very early preview demos of their conversion of the coin-op Double Dragon. Graphically it's unlikely to change, fine. But the gameplay needs serious tweaks. Needless to say, we didn't review it. A similar situation arose with R-Type. At the time of writing, not one level is complete. An eight-level demo sits in our office at the moment, and it took a phone call to Electric Dreams to find that they had a lengthy list of changes to make and so it couldn't be reviewed. The same thing almost happened with Martech's Phantom Fighter. Early demos were given out, and despite the fact that umpteen changes and additions were to be made, one magazine actually reviewed and slated it before being told that the version they reviewed was simply a far from incomplete demo.

There are two lessons to be learned here: software houses should be careful to stress that any incomplete but playable demos shouldn't be reviewed, otherwise chances are the consumer could be misled with a poor review of what could turn out to be a decent product. Secondly, magazines should be a little more scrupulous in their search for exclusives.

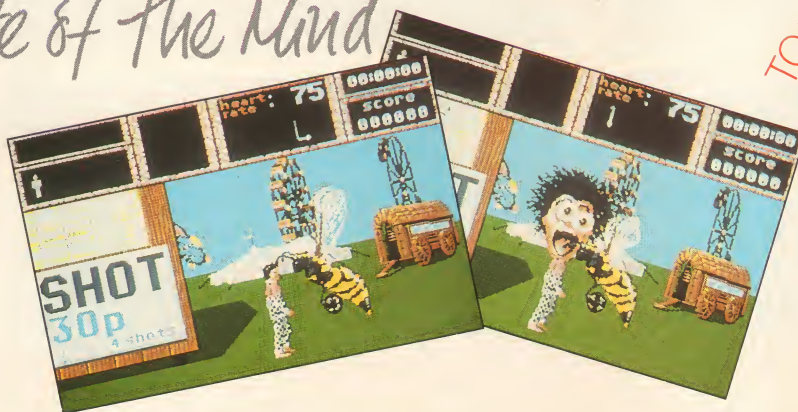
What do you think?



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Rainbird and Rainbird Logo are trademarks of British Telecommunications PLC.



'State of the Mind'



TODAY'S LEISURE SOFTWARE
RAINBIRD

COMING SOON ON ATARI ST £24.99 · AMIGA £24.99 · COMMODORE 64 CASSETTE £14.99 · DISC £19.99 · IBM £24.99

Atari ST screen shots

NEWS



DAMOCLES

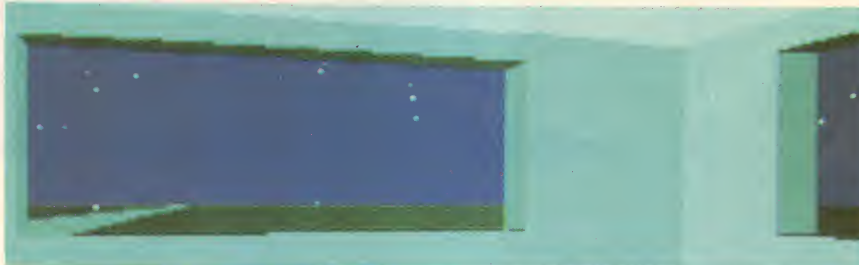
PAUL Woakes' long-awaited sequel to **Mercenary** is almost complete and due for a February release on ST and Amiga. **Damocles** has been in development on and off for the last 18 months, with Paul taking a break at the end of last year to finish writing the **Battlezone** style shoot 'em up **Backlash**.

Damocles is the name of an asteroid which is on a collision course with your home planet. You have roughly three hours to prevent disaster, but the game doesn't finish there ... Paul's currently deciding on further tasks to complete.

Mercenary II takes place in the solar system you were going when you were so rudely interrupted at the beginning of **Mercenary**. There are nine planets and 18 moons to explore, with gameplay following a similar exploratory format as before — only this time the graphics are filled 3D, the play area is roughly 100 times bigger and there's the possibility of 20 or 30 times the data. You can fly around, land on planets and admire the star constellations, sunrises and other planets, or you can enter buildings, with lifts taking you into vast underground mazes.

A PC version is a possibility, and if there's enough interest in the original **Mercenary** then Paul may well convert it too.

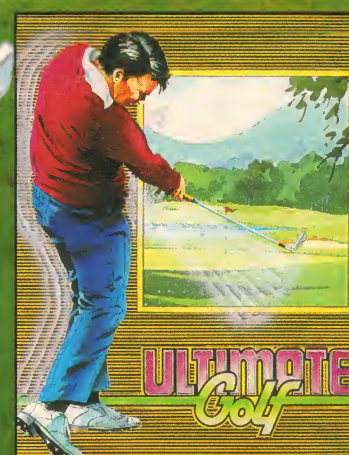
As for Paul's other project ... **Skeltor** has been shelved temporarily, and he isn't likely to go back to it until **Damocles** is well and truly out of the way. **Skeltor** was originally intended to be something along the lines of a filled 3D version of Atari's classic coin-op **Asteroids**, but this could change drastically when Mr Woakes continues coding it in March of next year.



ULTIMATE GOLF

WHERE
SIMULATION
STOPS..

AND REALISM TAKES OVER



Screen shots from Atari ST version.

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as **ULTIMATE GOLF**.

CBM 64/128 £9.99
DISK £14.99
ATARI ST £19.99
IBM PC £19.99
AMIGA £19.99



THE DEFINITIVE GOLF GAME

All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS

NINJA MAGIC

SYSTEM 3's massive selling 8-bit oriental arcade adventure was promised on ST and Amiga almost a year ago, but it failed to materialise. However there's good news ... for ST owners at least. The **Last Ninja** is virtually complete (straight up) and is very likely to hit your screens early next year.

Unfortunately, it currently occupies SIX disks for 1040 STs only – over 4Mb – so the programmers are busily compacting it as we speak. System 3 supremo Mark Cale

At last it's here (but unfortunately only for ST owner). System 3's conversion of their original 8-bit classic *The Last Ninja*.



reckons an Amiga version is out of the question, as it would occupy, he says, 10 disks!

The sequel, **Ninja 2**, on the other hand, should certainly appear on both machines, although not until at least the middle of '89.

IT DOESN'T EXIST

The US Air Force's top secret radar-invisible stealth fighter is the subject of Microprose's latest simulation epic *F-19*. It's loosely based around the company's 8-bit title **Project Stealth Fighter**, a simulation of the same plane.

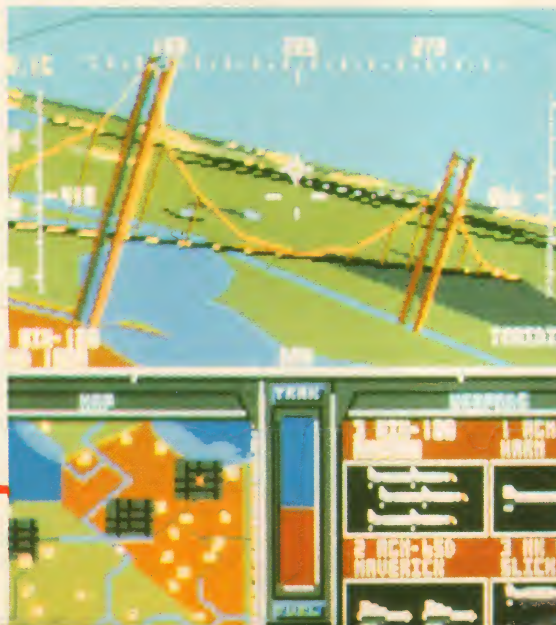
Although the Air Force won't even admit that the F-19 exists, and there aren't any photographs of it, Microprose claims that it's come up with a pretty accurate simulation of the fabled fighter.

It may be impossible to make real life compari-

sons, but the game looks very promising and may even give the superlative **Falcon** (reviewed this issue) a run for its money. The PC version is already complete, with ST and Amiga versions scheduled to appear sometime next year.

Also in the pipeline is

Getting ready to buzz the Golden Gate bridge at Mach 3 in Microprose's controversial flight simulation *F-19 Stealth Fighter*.



PC

- 1 (1) FLIGHT SIMULATOR 3 (Sublogic)
- 2 (3) PSION CHESS (Psion)
- 3= (2) GUNSHIP (Microprose)
- 3= (6) BEYOND ZORK (Activision/Infocom)
- 5 (RE) TEST DRIVE (Electronic Arts)
- 6 (4) CHUCK YAEGER'S ADVANCED FLIGHT TRAINER (Electronic Arts)
- 7= (9) STARFLIGHT (Electronic Arts)
- 7= (RE) THE HITCHHIKERS' GUIDE TO THE GALAXY (Activision/Infocom)
- 7= (5) THE HUNT FOR RED OCTOBER (Grandslam)
- 10= (8) GRAND SLAM BRIDGE (Electronic Arts)
- 10= (7) WORLD TOUR GOLF (Electronic Arts)

Compiled exclusively for The One by Software Circus Ltd, The Plaza On Oxford Street, 120 Oxford Street, London W1N 9DP. Tel: 01 436 2811.

MONSTER

Golden Goblins will be making its debut soon with a novel effort entitled **The Grand Monster Slam**, a sport simulation with a difference; it's set in a JR Tolkien style fantasy world filled with goblins and hobbits. **The Grand Monster Slam** is an annual sports tournament between all the hardest monsters, which consists of several mini games and a main competition. Every fancied trying your hand at the noble art of bomb-punching? Well that's exactly what you'll have to go through if you want to qualify for **The Grand Monster Slam**, a weird cross between football and tennis with fantasy elements thrown in for good measure.



MANDARIN

Mandarin Software, which had its first success recently with **STOS**, has undertaken its first licensed game, albeit an unlikely one. **Lombard/RAC Rally**, as the name suggests, is a racing game around the famous Rally. The player is placed behind the wheel



ER MASH



If medieval sports simulations don't take your fancy and you'd like to try something a little more down to earth, how about joining the circus? **Circus Attractions** puts the player through Knife Throwing, High Diving, Tightrope Walking, Trampolining and Juggling.

Again, it's a sports simulation with a difference, and it has to be said that the graphics look wonderful, but how it compares with Tynesoft's forthcoming **Circus Games** remains to be seen. Both **The Grand Master Slam** and **Circus Attractions** will be released in the early part of next year.



MANDARIN'S DRIVING FORCE

of a souped-up Sierra Cosworth, and allowed to drive in all kinds of conditions, including dense forests, mountains, night-time and so on.

A novel workshop feature, where the car can be customised to suit the variable terrains, is also included. RAC rally driv-

ers who have assisted in the game's development, claim that it's an accurate simulation of the real thing. **Lombard/RAC Rally** should just be appearing in the shops as you read this, as should **Pioneer Plague**, also from Mandarin.

Programmed by Bill

Williams, previously known for writing **Mind-walker** and **Sinbad and the Throne of the Falcon** for Cinemaware, **Pioneer Plague** is the first game on the Amiga to make full use of its unique Hold and Modify (HAM) mode that allows 4096 colours to be dis-

played on screen at once.

A linked series of sub-games combine to make a huge space adventure with shoot 'em up and arcade adventure overtones. Mandarin is making a lot of noise about **Pioneer Plague's** dazzling technical specification, but just how well the

game actually plays remains to be seen.

Pioneer Plague



'INSIDE' STORY

Fancy a spot of Porridge? That's what's on offer from newcomer Chrysalis, in the form of its debut product, **Prison**. Prison takes the form of an arcade adventure set on a distant colony planet.

As the latest exile to arrive, your only chance of retaining your sanity is to search the planet for the scattered sections of a long-lost spaceship in order to make your escape.



Prison looks set to give Rainbird's **Verminator** a run for its money in the graphics stakes.

Chrysalis may be a new name, but the company has a long history as a software producer. Formerly known solely as Teque Software, the company was responsible for the development of such awesome turkeys as

Grandslam's **Terramex** and Peter Beardsley's **Football**. On the other hand it was also behind the excellent **Pac-Mania** conversion, so it's obviously capable of producing above average products.

COLOSSAL!

Chess games are chess games, right? Wrong! A world of difference separates the hordes of chess programs that have been written since the dawn of computing history.

The difference may be subtle, but they matter a great deal to serious chess enthusiasts who mostly

like to be left to their own devices in a challenging and gimmick-free game.

Probably for this reason, **Colossus IV** was one of the best-selling chess games of all time across the range of 8-bit computers.

Now, with the release of **Colossus X**, 16-bit



owners can enjoy a similar game, albeit with enhanced features and a few remarkable additions. For instance, the program actually learns as it plays, so there's little or no danger of any player ever

- A**
- 1 (NE) **BATTLE CHESS** (Electronic Arts/Interplay)
 - 2 (2) **INTERCEPTOR** (Electronic Arts)
 - 3 (1) **MENACE** (Psygnosis/Psy-clapse)
 - 4 (NE) **ROCKET RANGER** (Mirrorsoft/Cinemaware)
 - 5 (6) **FERRARI FORMULA 1** (Electronic Arts)
 - 6 (10) **STARRAY** (Logotron)
 - 7 (NE) **DALEY THOMPSON'S OLYMPIC CHALLENGE** (Ocean)
 - 8 (7) **FIREPOWER** (Activision/Micro Illusions)
 - 9 (3) **CHRONO QUEST** (Psygnosis)
 - 10 (4) **POW** (Actionware)

Compiled exclusively for The One by Software Circus Ltd, The Plaza On Oxford Street, 120 Oxford Street, London W1N 9DP. Tel: 01 436 2811



outgrowing it. If the player executes a series of moves that's not contained in Colossus' library, the program immediately memorises it for later use,

Colossus X has been programmed by Martin Bryant (author of the entire **Colossus** range), and looks set to become the definite chess program.



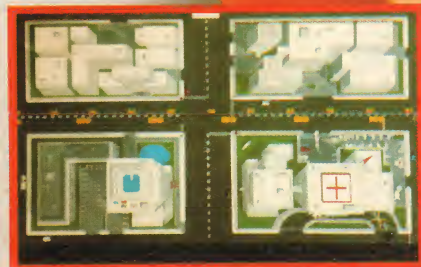
**WIN
A
FISH!**

COMPETITION

Here's your oppor-tuna-ty to win a copy of Magnetic Scroll's latest adventure in our of-fish-ial competition. We've got 10 copies of the game to give away along with 10 limited edition Telecomsoft T-Shirts. What we want you to do is come up with suitably fish-related song titles, five in all. To get you going we've provided you with a few examples. How about: I Haddock-razy Dream? Or perhaps Salmon-chanted evening? How about the old Welsh choir classic Whale Kipper Whelk Home In The Eel Side? When you've got five FUNNY song titles, skate down to the post of-fish and send them to SOUNDS FISHY, The one, 30-32 Farringdon Lane, London EC1R 3AU to arrive no later than December 28th.



ATARI ST

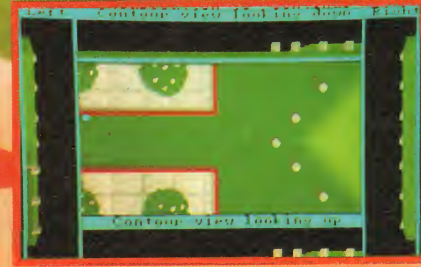


AMIGA

AMIGA
ATARI ST
C 64 DISC/CASS



AMIGA



ATARI ST



Terrarium



Terrarium



IT'S A BLAST!

In the space of a few short months, Image Works has built up an impeccable reputation as a developer and publisher of original material. Now the company is about to dive into more treacherous waters with the release of its first coin-op conversion, **Blasteroids** – the late 80's descendent of the all-time classic **Asteroids**.

Blasteroids first appeared in British arcades this February, but was slightly lost in the glut of major products that was doing the rounds at that time (**Operation Wolf**, **Afterburner**, etc). The gameplay retains the essence of the original – destroy the spinning rocks before they destroy you – but adds a number of extras, including four new levels (warps) and a host of new enemies and asteroids.

As the coin-op was driven by a 68000 processor, Teque Software (the company responsible for conversion) was able to take the source code and use it almost intact for the conversion. The original's 16 colour digitised graphics have been re-

tained for the Amiga version (despite the fact that they originally arrived in Image Works' office on no less than 10 disks!), but had to be reduced to four colours for the ST.

Further news from Image Works is that work is well under way on **Terrarium**, a graphic adventure set in the verdant insides of a large bottle (like one of those miniature gardens that yuppies keep in their sitting rooms). Although we've not yet seen any of the game mechanics, the still pictures are well up to scratch. Splinter Vision is the company responsible for the coding and if the finished game matches up to the high visual standard, then it should be a real stunner.

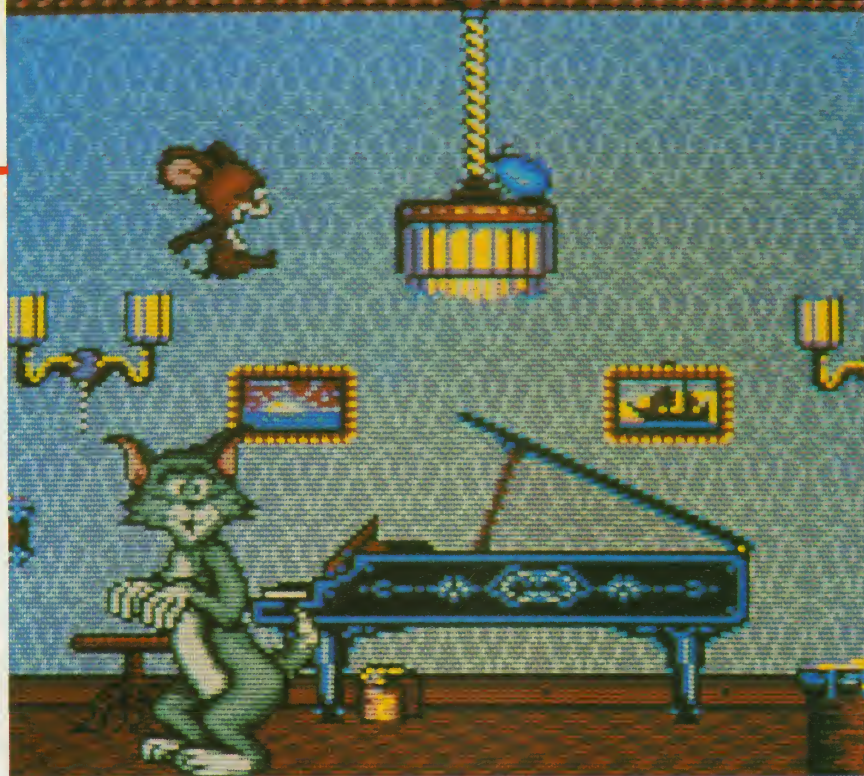
Flying fast in **Afterburner's** vapour trail comes US Gold's conversion of another Sega flight extravaganza, **Thunderblade**. The home computer conversion is being carried out by Manchester-based development house Tiertex, which was previously responsible for the lacklustre conversions of **Rolling Thunder** and **Street**

BLADE'S Fighter.

However, **Thunderblade's** project manager, Donald Campbell, is confident that it will be its best 16-bit project to date. After five months of work, the ST version should just about be complete as you read this, while the Amiga version is about a week behind.



Stand by for a blast from the past... Image Works' forthcoming ST conversion of the brilliant Atari coin-op **Blasteroids**, due for release next year.



MAGIC BITES BACK

German development house Magic Bytes has jumped onto the ever-popular cartoon licence bandwagon by acquiring the rights to **Tom and Jerry**, perhaps the best

known cartoon duo of all time.

The game, scheduled for a February release, takes the form of a one or two-player arcade adventure that Magic Bytes

hopes will capture the original atmosphere of MGM's classic cartoon. The player takes on the role of Jerry whose goal is simply to stop himself from becoming one of the main ingredients in Tom's Mouse and Peanut Butter sandwiches.

Tom and Jerry bears a striking resemblance to **Pink Panther**, an earlier Magic Bytes effort, although it will be more of a slapstick affair with bonus points awarded for leading Tom into traps and so on.

Also in the Magic Bytes pipeline is **Persian Gulf Inferno**. An oil rig in the middle east has been overrun by terrorists who have taken five VIPs as hostages. A rescue attempt fails when the two helicopters carrying the anti-terrorist team to the rig collide and there is only one survivor who must tackly the terrorists alon.

The game may sound a lot like Inforgrames' **Hostages**, but is presented very differently, as an arcade adventure cum

- ST**
- 1 (1) STARGLIDER II (Rainbird)
 - 2 (NE) ELITE (Firebird)
 - 3 (2) DUNGEON MASTER (Mirror-soft/FTL)
 - 4 (NE) DALEY THOMPSON'S OLYMPIC CHALLENGE (Ocean)
 - 5= (9) MICKEY MOUSE (Gremlin)
 - 5= (RE) THE PAWN (Rainbird)
 - 5= (3) SIDEWINDER (Mastertronic)
 - 8 (8) OUTRUN (US Gold)
 - 9 (RE) TEST DRIVE (Electronic Arts)
 - 10 (RE) THE HITCHHIKERS' GUIDE TO THE GALAXY (Activision/Infocom)

Compiled by Software Circus Ltd, The Plaza On Oxford Street, 120 Oxford Street, London W1N 9DP. Tel: 01 436 2811.

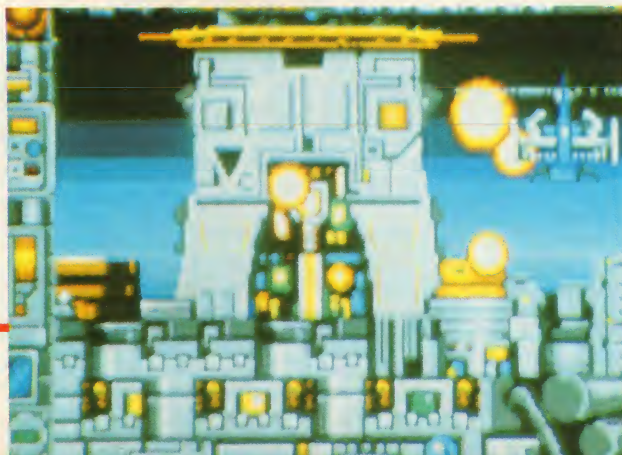
shoot 'em up cum puzzle game over 220 scrolling screens. Slated for a June release, **Persian Gulf Inferno** boasts eight-way scrolling and over 500 character animations.

What an earth is that weird object that Tom is wielding? Whatever it is it's making poor little Jerry look abnormally worried. Better get out of there fast!

'S A RUNNER



Guide your chopper through the tortuous canyons and pepsi-logo infested cityscapes in US Gold's conversion of the cult Sega coin-op **Thunderblade**.



STILL CRAZY

AMONG the first **OutRun** clones to appear was Titus Software's **Crazy Cars**, which didn't exactly set reviewers hearts thumping, but apparently captured the imagination of the buying public. Titus now expects to follow this success with the follow up called – you guessed it – **Crazy Cars II**.

Another racing game, **CCII** let you loose in a Ferrari F40 as you cruise the streets in an attempt to smash a ring of car thieves. The thieves aren't your only opposition though, policemen from both sides of the fence

Road blocks, junctions, car chases, maps and 360 degree spins, are all promised. **Crazy Cars II** should be in the shops early in December, just in time for the Christmas rush.

Another Titus game which is due on the shelves at roughly the same time is **Galactic Conqueror**, the first game from the company that's not a driving simulation. A unique combination of 3D arcade action and strategy is promised, with a ground fight, an aerial fight and a space fight to be negotiated in each level.



▲ Surely your £200,000 Ferrari F40 can outrun those clapped-out police jalopies?



don't exactly take kindly to this vigilantism and attempt to put a stop to your joy-ride.



▲ Get into the layby and try to OutRun(!) that pursuing lawman.

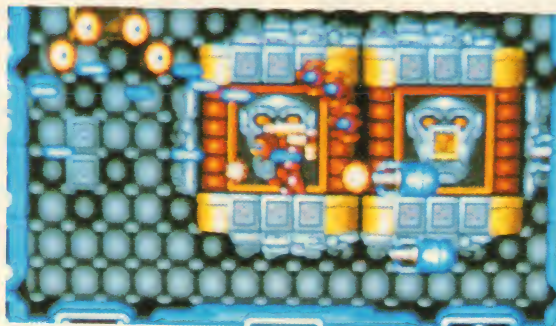


HEWSON GOES MEDIEVAL

ARCADE adventures are becoming increasingly popular on the ST and Amiga, with Hewson's latest release looking set to continue this trend. **Astaroth** is set in a fantastic medieval world

with the player cast as Ozymandias (not the character from Watchmen!), a hapless warrior trapped inside a haunted crypt.

▲ Hewson's Astaroth



The author of **Astaroth** is Mark Dawson, whose previous successes include the 8-bit classics **Robin Of The Wood** and **Nodes Of Yesod**, while the ever-popular artist Pete Lyon has supplied the graphics. **Astaroth** should be released

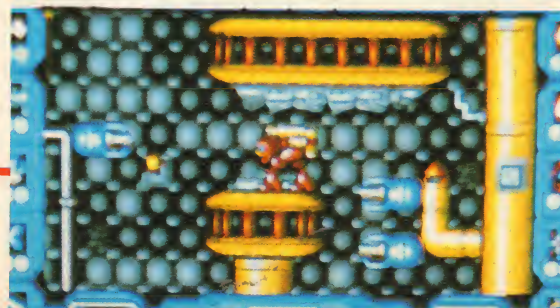
any day now, so watch out for the full review in issue four.

Nigel Browjohn, creator of Rainbird's

soon-to-be-released **Verminator** has also been working on a 16-bit project for Hewson, tentatively titled **Kalashnikov**, that looks to be even better than Hewson's **Cybernoid**. It's a multi-directional scrolling blast 'em up played over 750 screens.

A review will hopefully follow next month.

▲ Frenetic shooting and mayhem in Kalashnikov.



IK+

HIT
HARD!
HIT
OUT!
HIT
BACK!
SURE
HIT!



Fight your way through this stunning sequel to International Karate. Spectacular animated backgrounds, amazing new moves including double head-kick and bone-bending backflips. This must be an ultimate hit; at the sure hit; not against one but two opponents!

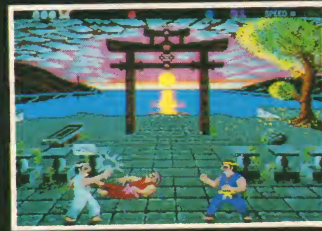
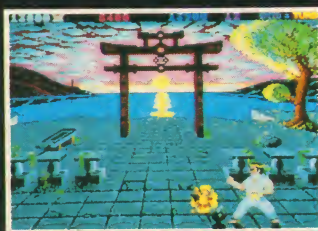
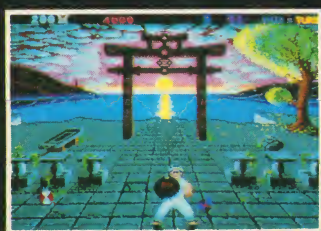
Out of all the fighting games that have appeared since the ST hit the streets, International Karate + is undoubtedly the best.

Gallons on gratuitous fightin' and fumpin' fun to be had here.

Watch out for many neat touches, such as falling leaves, leaping fish, birds, spiders, inch-worms and even a periscope!

There's plenty more too - all activated via the keyboard. Leave the fighters alone or press 'T' and their trousers end up around their ankles!

Now available on Atari ST £24.99 - also available on Commodore 64 cassette & disc, Spectrum, Amstrad cassette and disc.



Mail Order: SYSTEM 3, Blenheim House, Ashill Drive, Pinner, MIDDLESEX HA5 2AE. Consumer Enquiries/Technical Support: 01-886 5692





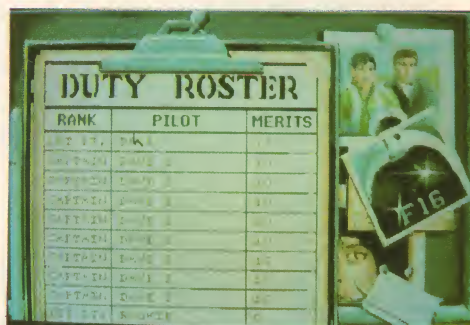
Spectrum Holobyte's jet fighter

simulation scooped armfuls of awards when it was originally released on the Apple Macintosh and IBM PC, but how does the long-awaited ST conversion shape up? Gary Whitta, call sign Motor Mouth, has bogies all over him.

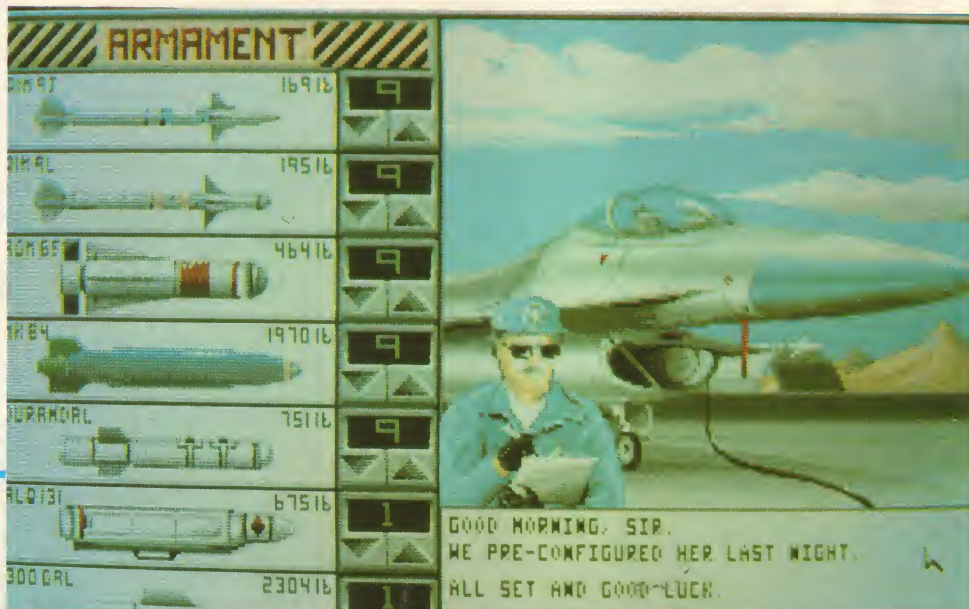
The General Dynamics F-16 Fighting Falcon is the pride of the United States Air Force and is generally considered to be one of the greatest jet fighters in the world. Its staggering capabilities make it the ideal subject for a flight simulation and it has already appeared in a number of games including Electronic Arts' F/A-18 Interceptor (alongside the F-18 Hornet). The first game to focus directly on the F-16, however is Falcon, developed and programmed by US-based simulation specialists Spectrum Holobyte, producers of Gato and PT-109.

The Apple Macintosh and IBM PC versions were received to much press acclaim on both sides of the Atlantic, and such was the accuracy of the simulation, the US Air Force even adopted it as a pilot trainer! The attention generated by the original led to Spectrum Holobyte commissioning conversions to the ST and Amiga and the job was given to a team of British programmers, who have produced what are unquestionably the best versions yet.

Falcon is strictly a military simulation, with the player cast as an aspiring F-16 pilot stationed in Nevada. Although there is no specific end goal, the basic objective is to earn merits, win medals and get promoted by flying successful missions over the enemy territory. Having signed onto the duty roster (where pilots' careers are stored on disk), a difficulty level is chosen by selecting a rank for the pilot from a list of five: First Lieutenant, Captain, Major, Lieutenant Colonel and Colonel. Higher ranks make for a more accurate simulation; enemy fighters are more deadly, armaments weigh the plane down and it becomes much easier to crash or make fatal errors.



Meet Sarge, your chief fighter technician and armaments co-ordinator. Through him you can arm your plane to suit the mission you're about to fly. Just select the weapon you want, and Sarge will have it fitted for you (provided there are enough left in the stores). Sarge isn't just a mechanic though, he knows more about fighters than most pilots ever will and won't hesitate to inform you if he thinks you're overloading the plane. Treat him with respect and listen to his advice and you've got a better chance of coming back alive.

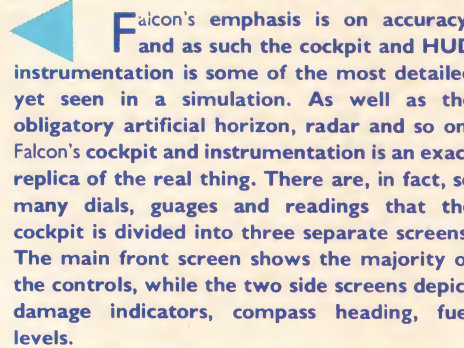
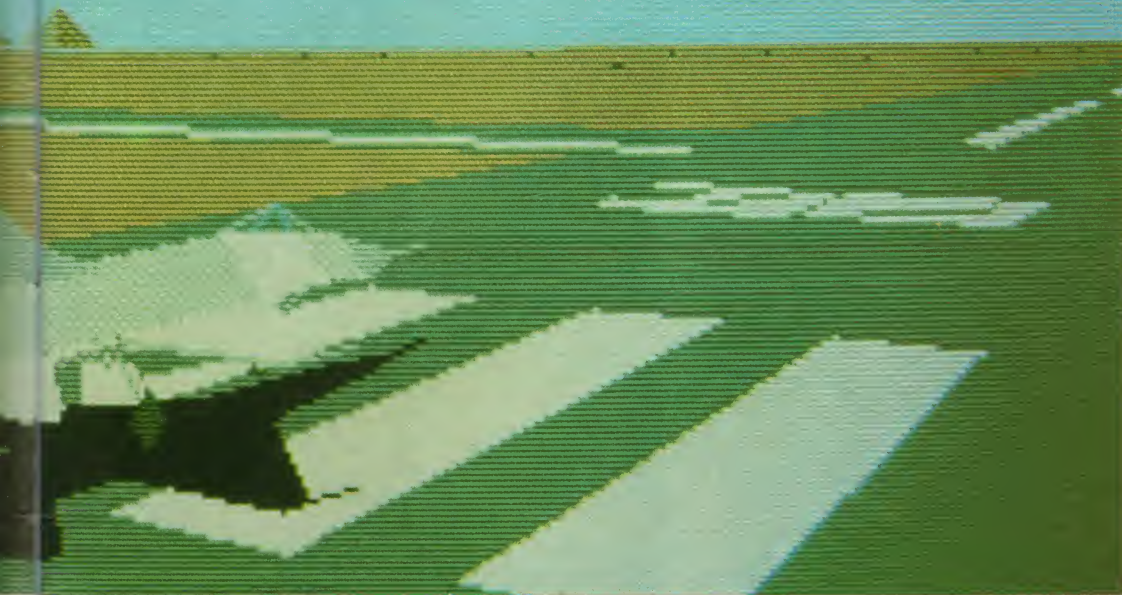


The first game to allow the player to view the plane from the outside was EA's Interceptor. The effect was pleasing but limited as the views available were restricted to just a few preset positions around the plane. Falcon takes the outside view idea and expands it. The player is allowed to view his fighter from almost any point by rotating the imaginary tracking camera around the plane with the 'O' key. The option is extremely useful for getting a better look at your surroundings and spotting any rogue MiGs that may be approaching.

GOOD MORNING, SIR.
WE PRE-CONFIGURED HER LAST NIGHT.
ALL SET AND GOOD-LUCK.

Falcon

REVIEW



The F16 Falcon has the most advanced 'Heads Up Display' of any US jet fighter, and all its features have been reproduced in Falcon's HUD. It's so clever it almost thinks for itself: acquiring visual targets via radar with the press of a key; showing the direction the pilot needs to fly to find the nearest MiG in the area, and accessing a variety of target acquisition and lock-on systems. The cursors provided in 'Bomb' mode are automatically calculated to make aiming easier and even tell you when to drop the bomb. When in 'Cannon' mode, a line known as the 'snake' is provided which believe it or not, plots and displays the exact line along which cannon fire will fall when strafing the ground!

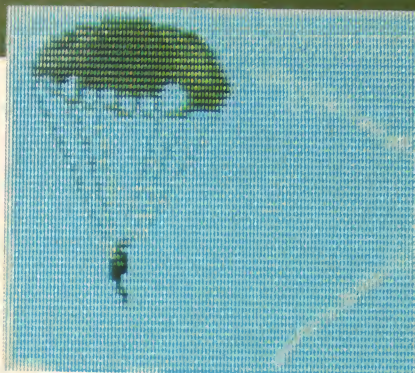
Uh-oh! A soviet Mikoyan Guryevich (MiG)-21 has appeared in the 'Black Bandit' mission and your job is to shoot it out of the sky. Forget the puny dot-like enemy aircraft seen in earlier combat simulations, in Falcon the MiGs buzz right past the cockpit in true Top Gun style. The attention to detail on the MiGs, and the speed at which they move is astounding.



Remember, no matter how good a fighter plane is, its performance is limited to what the pilot can physically stand. Try to fly too fast and pull off a fancy manoeuvre and you will find yourself pulling too many Gs and passing out in a red or black haze. Unless you can right yourself quickly you'll crash before you have time to recover.



MiGs aren't the only threat to your fighter – on later levels, SAMs (surface to air missiles) begin to pose a threat. If you're not careful to maintain the correct altitude while passing over them, they can get a radar lock on your heat signal. It's extremely difficult to avoid these missiles, even though your HUD will warn you as soon as one is launched.



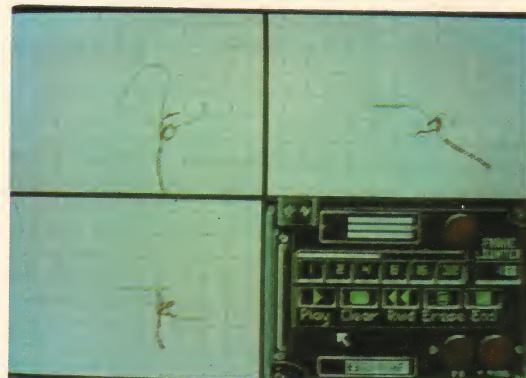
Bingo! The MiG-21, takes a side-winder missile up the exhaust and explodes in a ball of flame before screaming to the ground, leaving a trail of black smoke behind. It's worth killing the bandit just for the experience of hearing the excellent speech: "Bluebird, splash one MiG," yells the computer as the ruthless Ruskie bites the dust.



Ask any pilot the hardest part of flying a plane and he'll say landing. Fortunately our Instrument Landing System (ILS) is on hand to guide you in safely at all times. Keep those crosshairs lined up correctly and you'll have no problems putting the bird down, but one mishap and you're history.



Those in possession of a 1040 ST or an Amiga with 1Mb or more will be able to take advantage of the innovative Black Box feature. This can be called up at any time to replay the flight pattern of your plane on the mission so far in the form of a line graph in three planes, the method used to show demonstration manoeuvres to trainee USAF pilots. The Black Box also shows the flight patterns of any MiGs, enabling pilots to see where they went wrong so they don't make the same mistake in the future.

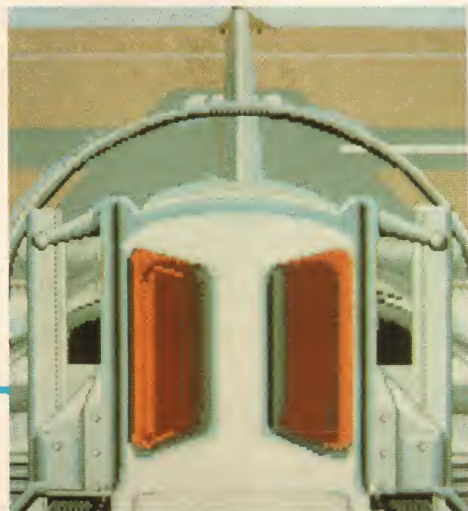


▶ **E**ver wanted to execute all those flashy flight tricks shown in the game manual? Well, with ACM (Air Combat Manoeuvres) you can! Just select the one you want to practice and a flight instructor in the plane in front of you will execute it. To help you, a tunnel of red boxes is generated by the HUD that, if flown through correctly, will execute the manoeuvre. Clever, eh?



At the end of each mission a series of snapshots is provided to show exactly what happened. Did you survive that enemy missile hit? Were you rescued or did you become a POW behind enemy lines? Or where you REALLY unlucky and court martialled? Only the snapshots will tell.

▶ **W**ho says fighter planes aren't comfy? Actually the chair isn't there for comfort, more for you to eject if the going gets too tough. This back view is also rather useful for spotting MiGs coming in from behind.



SIERRA HOTEL			
RANK	PILOT	STATUS	MERIT
1ST LT.	DAVE	ACTIVE	17
MAJOR	DAVE 2	MUSTED	13
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10
CAPTAIN	DAVE 2	ACTIVE	10

▶ **W**elcome to Sierra Hotel, where Falcon's greatest pilots reside on disk. Win enough medals, earn enough merits and complete enough missions and you might just be considered worthy enough to enter.

REVIEW



ST

For a long time ST owners have had to go without a decent flight simulation for their machines, but with the release of Falcon that situation is about to change... and how! Falcon is THE greatest flight simulation I've ever played (and I've played quite a few in my time). Whatever way you look at it, Falcon is exemplary. In terms of being an accurate simulation, it is unmatched, not even SubLogic's series of up-market simulations can claim this kind of accuracy. Graphically it's in a class of its own, with wonderfully defined and speedily animated 3D filled graphics that beat anything that has gone before. The sound, with engine noises sampled from real F-16s and superlative speech, is of a similarly high quality. Even the 140 page manual is a work of art. The armaments stage adds depth to the game and the five different skill levels will help to provide a long-lasting challenge. Just try even taking off successfully at Colonel level. It's extremely user-friendly and easy to get into, with a huge array of options' even allowing two players to dogfight with each other via a modem! Falcon is wonderful... undoubtedly the most impressive 16-bit release to date.

PRICE:	£29.99
RELEASE DATE:	Out Now
GRAPHICS	93%
SOUND	92%
VALUE	94%
PLAYABILITY	90%

OVERALL 93%

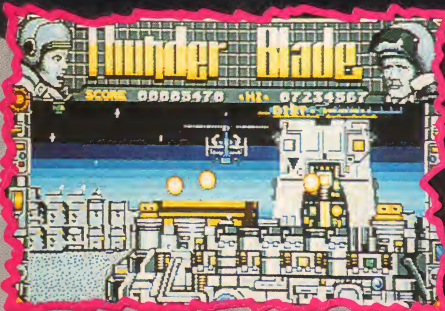
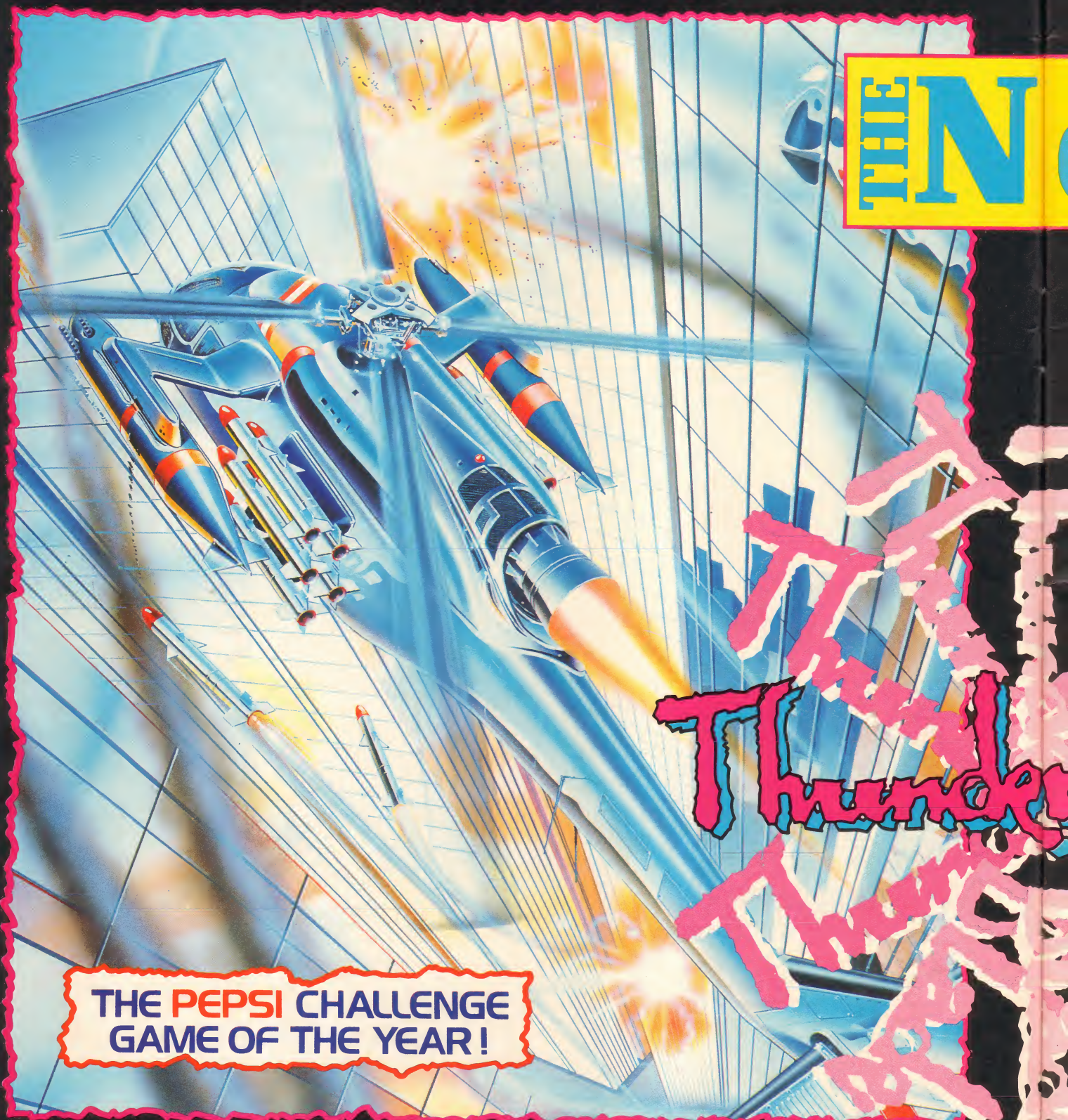
A

The bells and whistles are being applied right now – so the finished product should be available about a week after the ST. The only changes are likely to be slightly clearer speech and (perhaps) faster graphics.

The meanest fighting machine

THE ONE

22



THUNDERBLADE

Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARIST £19.99d,

DECEMBER 1988

Time ever to storm the skies...

10.1

Thunder Blade

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

This game has been manufactured under license from Sega Enterprises Ltd., Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd.



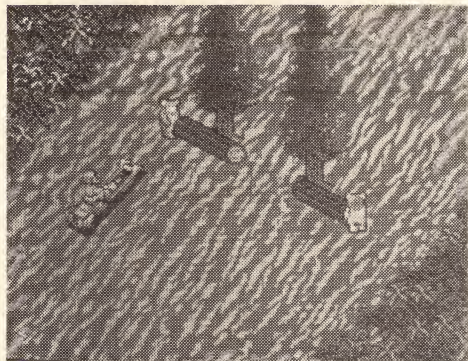
Screen shots from various formats.

AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d
 U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

When Tengen's coin-op version of *Return Of The Jedi* first appeared in the arcades, the playing public was considerably surprised. This was mostly because it bore no resemblance at all to its predecessors, *Star Wars* and *The Empire Strikes Back*, both of which were vector graphic shoot 'em ups.

In the film the renegade band of rebel soldiers attempted to destroy a new improved Death Star recently constructed by the hideous Galactic Empire. The computer game gives you the same task in the form of three subgames, presented sequentially and played over a series of diagonally-scrolling forced perspective landscapes.

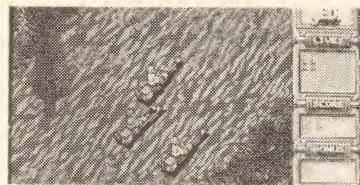
Level One casts you in the role of Luke Skywalker, depicting the part of the film where he and Leia chase imperial scouts through the dense forest of the Century Moon of Endor (from where the Death Star's deflector shield



is generated) on hovering speeder bikes. In 'Jedi the game' however, Luke goes it alone. As Luke races through the trees, he is pursued by the biker scouts which he either destroys or avoids.

Along the way, several primitive traps have been set up by the Ewoks (the cute hairy bears that live on Endor). These are intended to stop the imperial bikers, and bonus points are also on offer if Luke can go through them without falling foul to them himself. There are lengths of rope strung between trees at neck height to knock scouts off their bikes, logs set to crush any scouts that fly between them and on later levels, Ewoks fly past on primitive hang-glider contraptions dropping rocks on the bikers below.

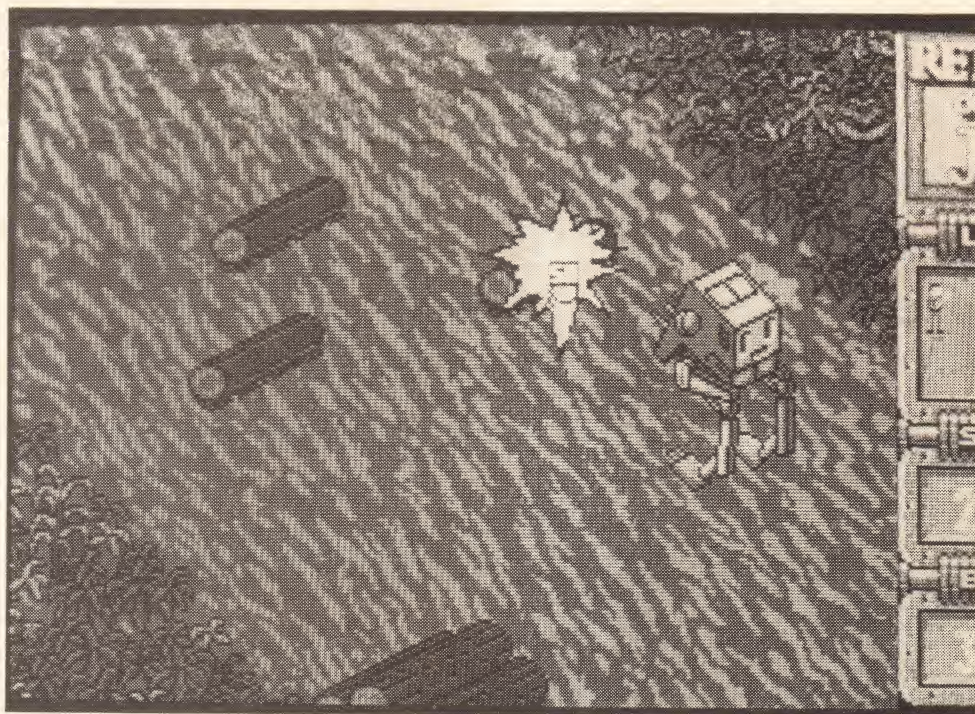
Return



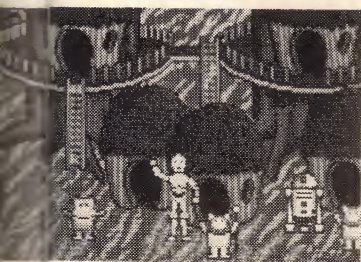
A long time ago in a galaxy far far away... Atari produced the *Star Wars* trilogy of coin-ops. Domark has brought the first two into your homes, but what about the third and final part? Jedi Master Brian Nesbitt uses the force to find out.



▼ In the second phase of the game, the player changes persons to become Chewbacca, who if you remember, stole an Imperial All Terrain Scout Transport (AT-ST) to help destroy the shield generating bunker. Hazards once again come in the form of Ewok traps intended to knock out genuine AT-STs. Logs are sent rolling towards you, while rocks are hurled from catapults that destroy the walker on impact. Far more formidable than both these two traps are the real Imperial walkers that attack in pairs and remain a hazard even after they've been shot.



Of The



edi

ST

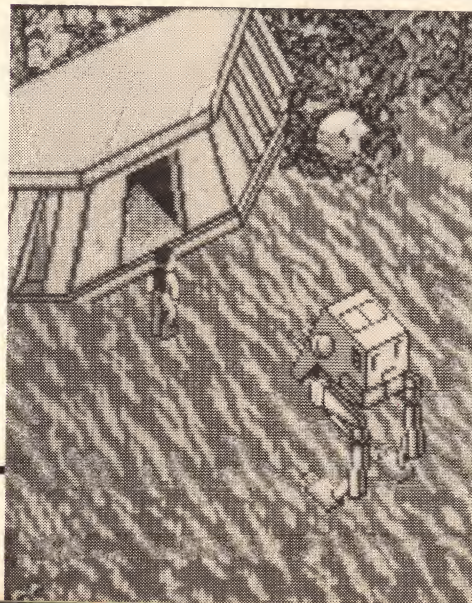
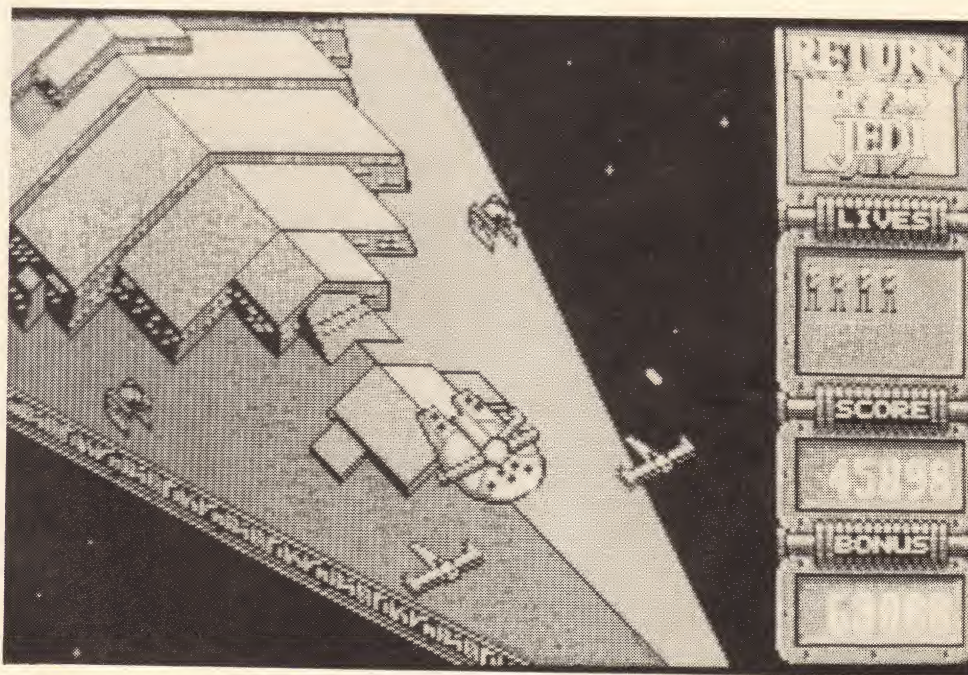
There's no doubt that Return Of The Jedi is a good conversion of the arcade machine. The problem is that it isn't a great game because the coin-op wasn't particularly good in the first place. Tengen could have done so much with the conversion from film to coin-op, such as a real Sega-type race game for the bike section, a Barbarian-style combat game with light sabres between Luke and Vader, and surely the confrontation with Jabba the Hutt should have been included? That said, it isn't bad and the graphics haven't suffered too badly in the conversion. Overall it's competent and the three difficulty levels will help to provide some lasting interest.

PRICE: £19.99
RELEASE DATE: Out Now
GRAPHICS: 64%
SOUND: 73%
VALUE: 70%
PLAYABILITY: 60%

OVERALL 66%

▼ The action in the Imperial Walker section is interspersed by short sequences where the player takes control of the Millenium Flacon and two flanking X-Wings as it flies on strafing runs over the defending Star Destroyers. It's a sequence that is played only for points and is intended to given an effect similar to that of the film, where the action keeps swapping back and forth between the final two battle scenes.

The final sequence takes place once the bunker has been destroyed and the shield has been lowered (which happens automatically when the walker reaches the forest clearing) the player can step into Lando Calrissian's flight boots and launch the fighter attack on the Death Star. In this final section Lando's mission is to fly the Millenium Falcon into Death Star and negotiate the hazards of the infrastructure such as protruding metal tubing, collapsing catwalks and pursuing TIE Fighters before knocking out the central reactor with a burst of laser fire and then flying back out the other way as the space station explodes around you.



A

Expect to see a version of Return Of The Jedi almost identical to that on the ST, with the only minor differences being slightly enhanced sound and speech.

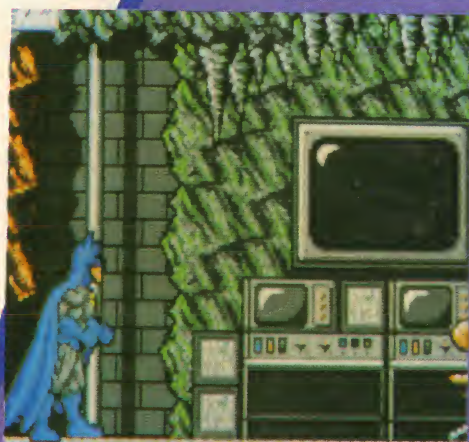
PRICE: £19.99
RELEASE DATE: Out Now
GRAPHICS: 64%
SOUND: 77%
VALUE: 70%
PLAYABILITY: 60%

OVERALL 66%

Batman



Holy screen overlaying arcade adventure! The Dark Knight returns to monitor screens in his first 16-bit incarnation for Ocean. Ciarán Brennan pulls the Batdisk from his utility belt and sits down to enjoy a quick Batgame.



26

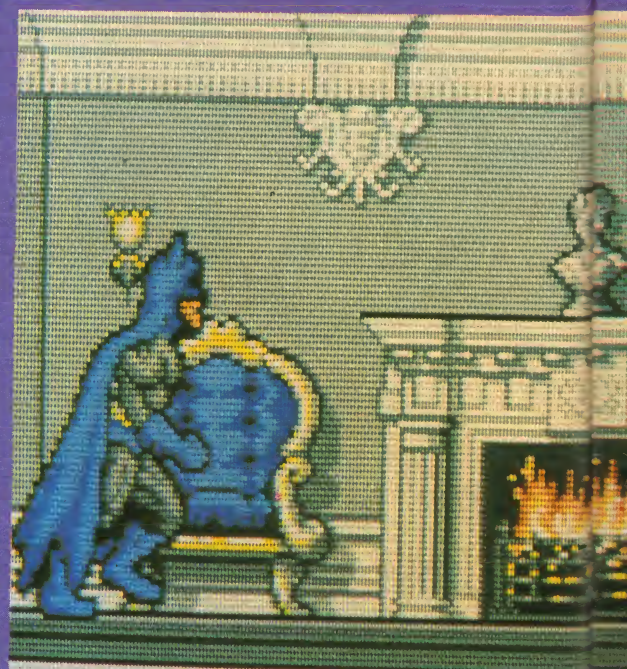
The game commences... Batman's just arrived in the batcave (by batpole of course!). A quick look at the batcomputer should provide a clue or two, but the machine is getting on a bit and may need a little maintenance.

Going... up! It doesn't take long for The Penguin's minions to cotton on to the fact that there's trouble afoot - so discretion being the better part of valour, Batman uses a handy drainpipe to avoid one armed villain.

A giant Batshadow first appeared over Gotham City in 1939, when Bob Kane's caped crusader burst onto the pages of issue 27 of Detective Comics. Although the character proved to be an immediate success, he had to wait until 1943 to make his screen debut in Columbia's Saturday morning serial, *Batman*. Lewis Wilson and Douglas Croft portrayed the Dynamic Duo as they faced the evil Dr Daka as played by J Carroll Nash.

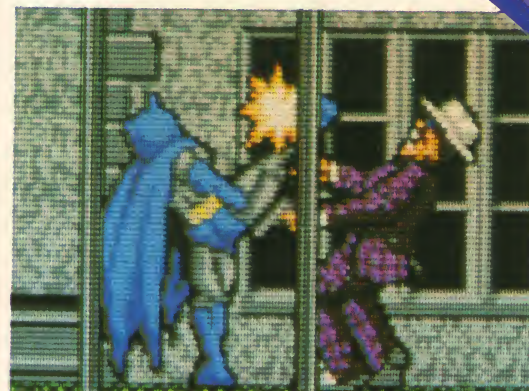


The heroic pair's next screen appearance came five years later, in the more extravagantly named follow-up, *Batman & Robin* (once again for Columbia). This time the task of playing the two main characters fell to Robert Lowery and John Duncan in a series that featured the first appearance of Commissioner Gordon, played by Lyle Talbot.



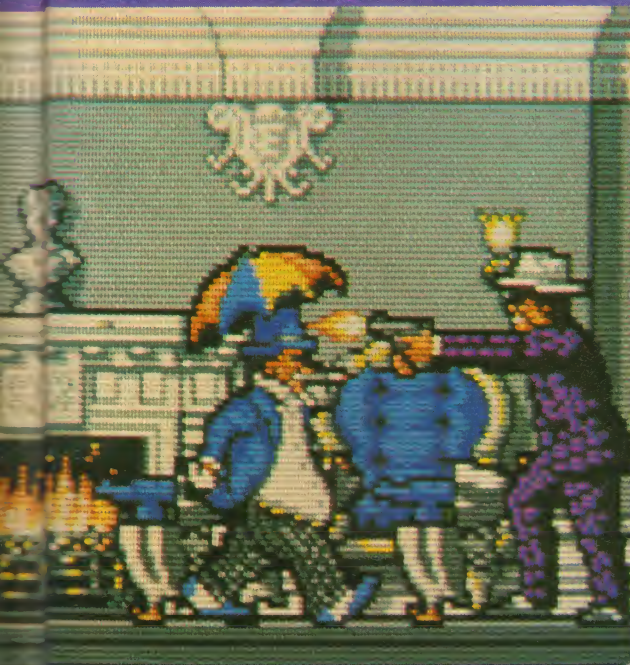
MORE BAT MOVIES

After an absence of 22 years, Batman is set to return to the silver screen with the release of *Batman* (who on earth thinks up these unimaginative titles?). Michael Keaton plays the caped crusader, with Jack Nicholson taking the part of The Joker. Currently shooting in Pinewood studios, the movie is said to be a further move away from the camp style of the sixties TV series -





▼ Welcome to The Penguin's humble abode – not only a home for the arch-criminal, but the resting place for a few vital clues too. Old Mr. P ain't much of a host though, it looks as though he's leaving one of his servants to 'see you out'.



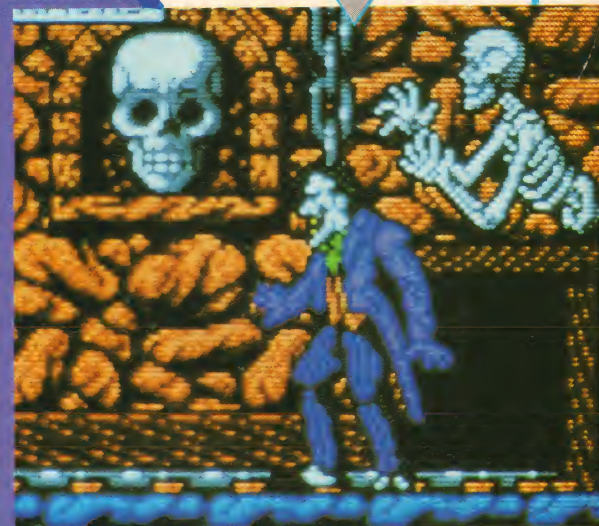
Then, on January 12 1966, the most famous Batpartnership of all time Ker-powered its way onto America's TV screens as Adam West and Burt Ward took to the streets in a series that was to eventually run for 120 episodes. This could have been so different however, as executive producer William Dozier originally wanted another actor, Ty Hardin, to play the lead role. As fate would have it, Hardin was busy shooting spaghetti westerns in Italy at the time so the part fell to West, whose previous appearances had been in the relatively obscure Robert Taylor And The Detectives series.



Bruce Wayne and Dick Grayson saved the free world from the menaces of a motley crew of arch-villains including The Penguin (Burgess Meredith), The Joker (Cesar Romero), The Riddler (Frank Gorshin) and Catwoman (Julie Newmar usually – but the villainous feline was also played by Eartha Kitt on one occasion!). Lesser villains who've disappeared into the depths of obscurity include The Mad Hatter, King Tut and The Bookworm (played by Roddy McDowall!).



Batman has changed a lot over the last couple of years – and some would say that the changes are not all for the better. Gone is the camp 'cartoony' style of the TV series, and in its place is the harder vigilante style of the new graphic novels (The Dark Knight, Kill-



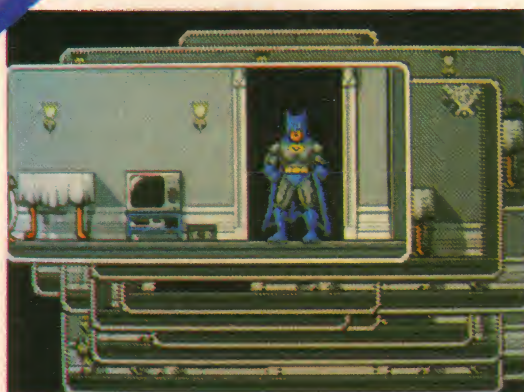
▲ Game number two holds up as you track The Joker to his deadly funfair. Once again the clue's in the caption.



▲ The trusty utility belt allows The Caped Crusader to hold up to 10 useful items at a time. The other functions available from this screen include pick up and drop, batcomputer access, save and load game, and a return to main game facility. (The Joker, The Cult etc.) where the caped crusader is depicted as a colder, tougher character almost verging on insanity.



Batman has also undergone a change on the nation's computer monitor screens, as the old Head Over Heels style 8-bit 3D adventure has been replaced by a more modern arcade



moving more closely into line with Frank Miller's Dark Knight. The film reunites Keaton with Tim Burton, who directed his critically-acclaimed performance in Beetlejuice. Batman's love interest is provided by Kim Basinger, who has replaced Sean Young following her mysterious departure from the set. Batman the movie should hit the screens in the early part of next year. Oh, and by the way, Ocean has already snapped up the licensing rights.



REVIEW

He may look like a 'bizzie', but this is really one of The Penguin's boys in disguise. Batman may be a tough nut, but even he shows a little respect when there's a gun aimed between his eyes. Maybe a little disguise will make things easier...

Kick up a penguin! Once past the guard things get even trickier, as The Penguin's range of death-dealing toys advance in droves to polish you off. A quick batkick has seen off the clockwork penguin, but it looks as though it would be wise to stay low to avoid the plane...

adventure employing a comic-style screen overlaying technique. And very impressive it is too!

The plot is split into two distinct scenarios, with one of Batman's arch-enemies involved in each. The Penguin plans to overrun Gotham City (and therefore the world) with clockwork penguins in Chapter One, while The Joker has kidnapped Robin in Chapter Two.

The Caped Crusader's job is to foil both of these dastardly plots by filling his utility belt with useful objects that are found along the route and using them to solve some unusual puzzles. For those of you who enjoy a little more action, there's a host of bad guys to be Biffed and Splatted and a range of evil Penguin toys to be destroyed.

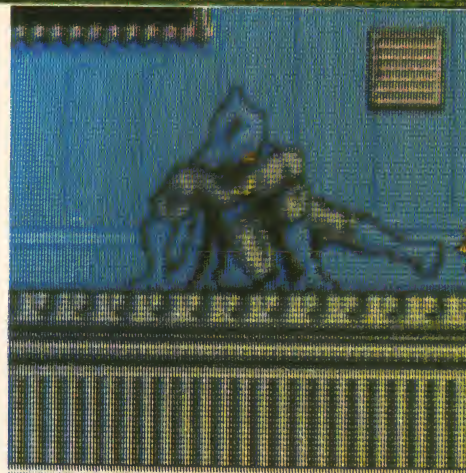
There's a large environment to be explored and plenty of obscure items to be picked up and used in the strangest of places. The action is displayed frame by frame in true cartoon style - watch out for 'captioned' screens, as these usually reveal yet another twist to the plot.

Once again the Amiga conversion is practically identical to the ST, with one notable exception - the soundtrack.

This may seem like a fairly cosmetic difference, but just wait until you hear the classic Batman theme tune bursting from your monitor in glorious remixed stereo. It may not be to everyone's taste but it's certainly given an 80's feel to the classic.

PRICE	£24.99
RELEASE DATE	Out Now
GRAPHICS	82%
SOUND	83%
VALUE	79%
PLAYABILITY	85%

OVERALL 84%

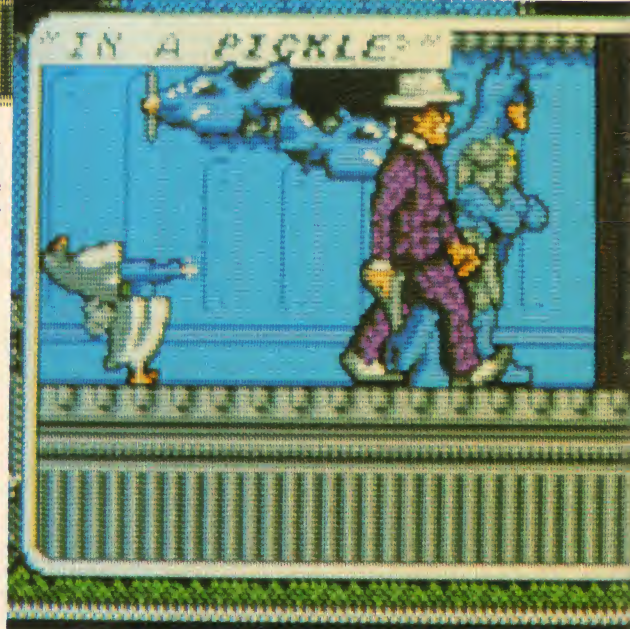
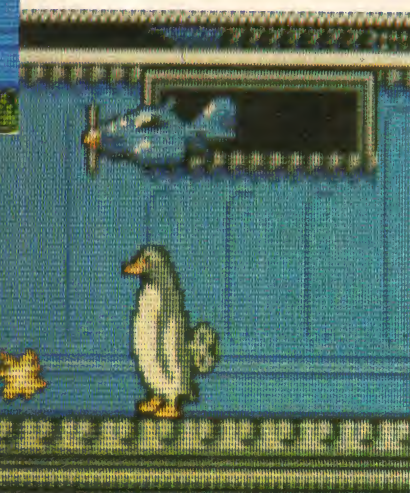


Whoops! There seems to be no end to these evil-doers, but maybe there's some help to be found in the caption's cryptic clue - or maybe that door leads to somewhere important...

Not so much a game as two games, each housed on a separate disk and each completely playable in its own right. It's impossible to decide whether the characters or the backgrounds are more striking - each are superlative. The gameplay is frustratingly difficult, in fact it's precisely as difficult as this sort of game should be, causing hours of searching and punching and puzzling. The frame overlaying technique is highly effective, as the gradual build up of previously visited screens does wonders for creating a real environment. The lack of a Robin character and the obscurity of some of the puzzle solutions are the only drawbacks that I can find in this otherwise superb licence.

PRICE	£24.99
RELEASE DATE	Out Now
GRAPHICS	82%
SOUND	83%
VALUE	79%
PLAYABILITY	85%

OVERALL 84%



So that's where the door led to. But now that you're finally inside Penguin's warehouse, how do you get to the basement? Is our hero starting to get a little depressed, or once again is there a clue in the caption? Play on and all will be revealed...



If all goes well, owners of CGA and EGA equipped IBM compatibles should be able to sample their own Batdelights before Christmas. The graphics are being directly ported sideways from the ST (for the EGA version) and should survive the transition with only minor changes. Watch out for an update in a future issue.

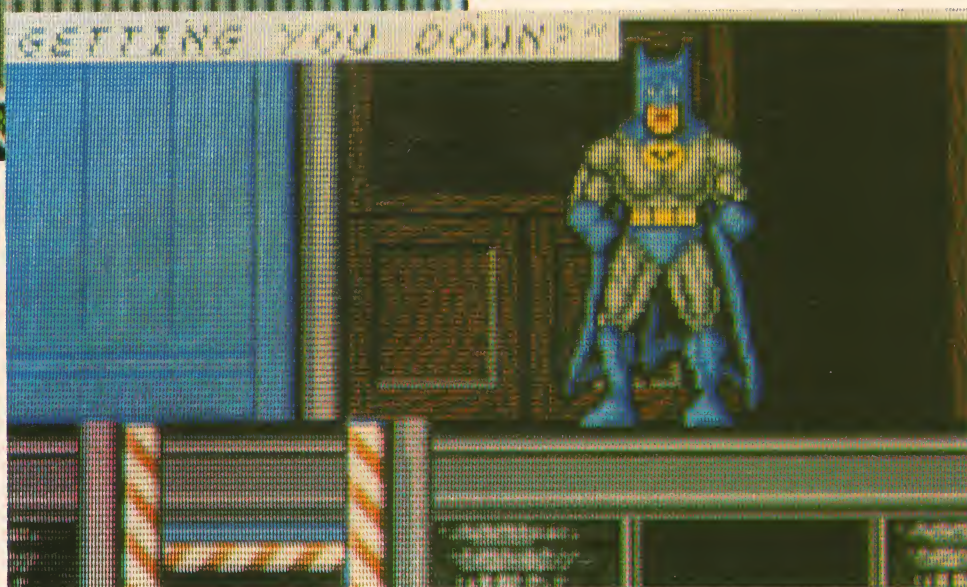
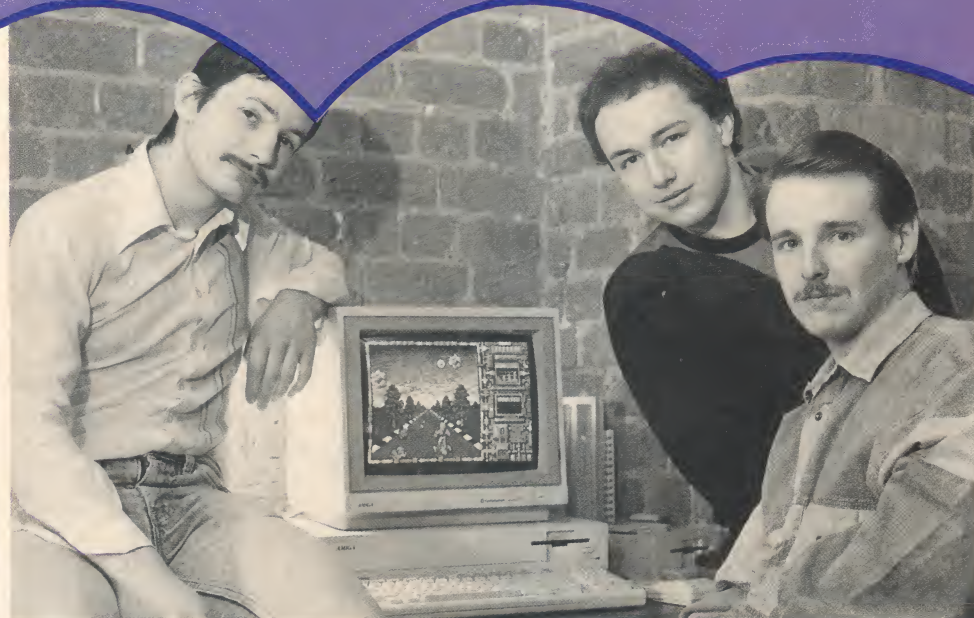


The Batprogrammers

Special FX is a group of programmers, graphic artists and musicians formed 18 months ago by Paul Finnegan and John Smith. Originally the team consisted of just five members but this number has now grown to 14. The Merseyside-based company's first ventures were in the 8-bit sector: *Firefly* and *Gutz* for Ocean and *Hysteria* for Software Projects. *Batman* is its first 16-bit project, and was produced on a specially written development system, which will also be used on future projects. The graphics were designed on *Deluxe Paint II* and then converted for the ST.

The boys at SFX like a good blast and their fave raves include *Galaga 88* and *Operation Wolf*. They're all Batman fans (a fact that helped them to get the Batman contract from Ocean!) and surprisingly enough, they loved the news that Robin was finally killed off (DC Comics number 428). "He was a hanger-on," says Paul. Now that work on *Batman* has finished, SFX will soon be embarking on its next Ocean project which is likely to be either a coin-op conversion or Ocean's next *Bat* licence – *Batman The Movie*.

TM Indicates Trademark of DC Comics Inc. © 1982



Well, you made it down, but who turned the lights off? And holy cover of darkness, someone's shooting from the shadows – how will The Caped Crusader escape this time? Tune in next week... same time, same batchannel to find out.

**Holy Batexpressions!
... or some of Robin's
funnier exclamations.**

Holy Bouncing Boilerplate!
Holy Astringent Pomerite Fruit!
Holy Journey To The Centre Of The Earth!
Holy Werner Von Braun!
Holy One Track Batcomputer Mind!
Holy Known-Unknown Flying Objects!
Holy Sudden Incapacitation!
Holy Tintinnabulation!
Holy Uncanny Photographic Mental Processes!
Holy Travel Agent!
Holy Surprise Party!
Holy Priceless Collection Of Etruscan Snoods!
Holy Hardest Metal In The World!

ELECTRONIC
ARTS™Software
Centre**AVON**

Ace Computers Ltd
42 Cannon Street
Bedminster
Bristol
Tel: 0272 637981

Ace Computers Ltd
3 North Street
Bristol
Tel: 0272 666341

The Model Shop
8 Fairfax Street
Bristol
Tel: 0272 273744

Virgin Games Centre
18 Merchant Street
Bristol
Tel: 0272 294779

BEDFORDSHIRE

Hobbyte Computing
1G The Arndale Centre
Luton
Tel: 0582 457195

Software Plus
Unit 11, The Boulevards
Harpur Centre
Bedford
Tel: 0234 66598

BERKSHIRE

Ace Computers Ltd
495-499 Oxford Road
Reading
Tel: 0734 393615

BUCKINGHAMSHIRE

Soft-Ly
5 Deer Walk
Shopping Building
Central Milton Keynes
Tel: 0908 670620

CAMBRIDGESHIRE

Software Plus
43 Burleigh Street
Cambridge
Tel: 0223 353643

CLEVELAND

Chips Computer Shop
151-153 Linthorpe Road
Middlesbrough
Tel: 0642 219139

Chips Computer Shop
Silver Court Shopping Centre
Silver Street
Stockton-on-Tees
No telephone number

Multi Coloured Micro Shop
Dundas Arcade
Dundas Street
Middlesbrough
Tel: 0642 230323

Multi Coloured Micro Shop
Dundas Street
Redcar
Tel: 0642 486643

The Computer Shop
14 West Row
Stockton-on-Tees
Tel: 0642 606166

Topsoft Computer Software
3 Hambletonian Yard
Stockton-on-Tees
Tel: 0642 670503

CO DURHAM

Chips Computer Shop
Clarks Yard
Darlington
Tel: 0325 381048

Topsoft Computer Software
5 Wellington Court Mews
Grange Road
Darlington
Tel: 0325 486689

DERBY

Computa Centa
17 Campbell Street
Belper
Derby
Tel: 0773 826830

DEVON

Software Express Ltd
9 Exeter Street
(The Viaduct)
Plymouth
Tel: 0752 265272

The Model Shop
11 Old Town Street
Plymouth
Tel: 0752 221851

EAST SUSSEX

Brighton Computer Exchange
2 Ann Street
Brighton
Tel: 0273 570240

Computerware
22 St Leonards Road
Bexhill-on-Sea
Tel: 0424 223340

Gamer Computers
71 East Street
Brighton
Tel: 0273 728681

Virgin Games Centre
157-161 Western Road
Brighton
Tel: 0273 725313

ESSEX

Computerama
88/90 London Road
Southend-on-Sea
Tel: 0702 335443

Lan Computer Systems Ltd
1063 High Road
Chadwell Heath
Romford
Tel: 01 597 8851

Romford Computer Centre
72 North Street
Romford
Tel: 0708 765271

Softsellers
36A Osborne Street
Colchester
Tel: 0206 560638

Software Plus
336 Charnwell Square
Southend
Tel: 0702 610784

Software Plus
Liberty Shopping Hall
Basildon
Tel: 0268 27922

Software Plus
15 Kingsway
Colchester
Tel: 0206 760977

Software Plus
Unit 1, 28/31 Moulsham Street
Chelmsford
Tel: 0245 491746

Software Plus
Unit 1, Queensgate Centre
Orsett Road
Grays
Tel: 0375 391164

GLoucestershire

The Model Shop
79 Northgate Street
Gloucester
Tel: 0452 410693

The Model Shop
22 High Street
Stroud
Tel: 0453 65920

GREATER MANCHESTER

Microbyte Home Entertainment Centre
Unit 176 Halle Mall
The Arndale Centre
Manchester
Tel: 061-832-1438

The Computer Shop
Knightsbridge Mall
The Arndale Centre
Manchester
Tel: 061 832 0878

The Computer Shop
Knightsbridge Mall
The Arndale Centre
Manchester
Tel: 061 832 0878

HAMPSHIRE

Software Plus
Unit 8, The Boulevards
Wellington Centre
Aldershot
Tel: 0252 29862

Ultima Retail Ltd
118 East Street
Southampton
Tel: 0703 639419

HEREFORD & WORCESTER

Antics
16 St Swithins Street
Worcester
Tel: 0905 22335

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs
Tel: 0386 765500

HERTFORDSHIRE

Hobbyte Computing
10 Market Place
St Albans
Tel: 0727 41396

Software Plus
13 Town Square
Stevenage
Tel: 0438 742374

Software Plus
Unit 94, Inshops
The Maltings
St Albans
Tel: 0727 64347

KENT

Computer Leisure Centre
117 High Street
Orpington
Tel: 0689 21101

Modata Computer Ltd
30 St Johns Road
Tunbridge Wells
Tel: 0892 511555

Software Plus
35 High Street
Gravesend
Tel: 0474 333162

Software Plus
Unit 2, 4-6 Drange Street
Canterbury
Tel: 0227 458112

Tern's Computers & Video
90 High Street
Sidcup
Tel: 01 300 0990

Tern's Computers & Video
292 High Street
Orpington
Tel: 0689 21515

The Video Machine
194-196 Canterbury Street
Gillingham
Tel: 0634 56460

LANCASHIRE

Alan Heywood Video and Computer Centre
174 Church Street
Blackpool
Tel: 0253 21657

Castle Computers of Lancaster Ltd
9 Gage Street
Lancaster
Tel: 0524 61133

Home & Business Technology Centre
46-48 Yorkshire Street
Oldham
Tel: 061 633 1608

PV Computers Ltd
104 Abbey Street
Accrington
Tel: 0254 35345

LEICESTERSHIRE

Cavendish Commodore Centre
88 London Road
Leicester
Tel: 0533 550993

LINCOLNSHIRE

Oaktree Computers (Turtlesoph)
Unit 3, The Old Malhouse
Springfield Road
Grantham
Tel: 0476 76994

LONDON

Ace Computers Ltd
766 Green Lane
Winchmore Hill
London N21
Tel: 01 360 3671

Adams World of Software Ltd
779 High Road
North Finchley
London N12
Tel: 01 446 2241

Erol Computers Ltd
125 High Street
Walthamstow
London E17
Tel: 01 520 7763

G & D Computer Electronics Ltd
230 Tottenham Court Road
London W1
Tel: 01 255 1502/1

G & B Computer Electronics Ltd
13 Tottenham Court Road
London W1
Tel: 01 580 3702

Micro Anvika Ltd
220A Tottenham Court Road
London W1
Tel: 01 636 2547

Pilot Software Ltd
32 Rathbone Place
London W1
Tel: 01 636 2666

Shekhana Computer Services
221 Tottenham Court Road
London W1
Tel: 01 631 4627

Software Circus
The Plaza on Oxford Street
London W1
Tel: 01 436 2811

Software Plus
Inshops, 37-43 South Mall
Edmonton Green Shopping Centre
London N9
Tel: 01 803 8581

Tri Computer Software Ltd
161-169 Uxbridge Road
Ealing
London W13
Tel: 01 840 6136

Virgin Games Centre
100 Oxford Street
London W1
Tel: 01 637 7911

Virgin Games Centre
527-531 Oxford Street
London W1
Tel: 01 491 8582

Virgin Megastore
14-18 Oxford Street
London W1
Tel: 01 631 1234

MERSEYSIDE

Bits & Bytes Computers Ltd
18 Central Station
Ranelagh Street
Liverpool
Tel: 051 709 4036

MIDDIX
Adams World of Software Ltd
190C Station Road
Edgware
Tel: 01 952 0451

Adams World of Software Ltd
265 Station Road
Harrow
Tel: 01 863 7262

Click (Amiga Specialists)
Unit 1F, Willowlea Farm
Spout Lane North
Stanwell Moor
Staines
Tel: 0753 682988

Electronic & Computer Service
1000 Uxbridge Road
Hayes
Tel: 01 573 2100

NORFOLK
Jarrod Department Stores
London Street
Norwich
Tel: 0603 660661

One Step Beyond Ltd
11A Castle Meadow
Norwich
Tel: 0603 663796

Viking Computers
Ardney Rise
Cotton Grove Road
Norwich
Tel: 0603 401982

NORTHAMPTONSHIRE
A-Z County Supplies
23A Lower Mall
Weston Favell Centre
Northampton
Tel: 0604 414528

Northants Computer Centre Ltd
13 Abington Square
Northampton
Tel: 0604 22539

Soft Spot Computers
42 High Street
Davertry
Northants
Tel: 0327 79020

NORTH HUMBERSIDE
Tomorrows World
27 Paragon Street
Hull
Tel: 0482 24887

NORTH YORKSHIRE
The Computer Store
14 St Sampsons Square
York
Tel: 0904 646934

Yorcom - The York Computer Centre
9 Davygate Centre
Davygate
York
Tel: 0904 641862

NOTTINGHAMSHIRE

Byteback
6 Mumby Close
Newark
Tel: 0636 79097

The Computer Shop
Unit 250
Victoria Centre
Nottingham
Tel: 0602 410633

Virgin Games Centre
6-8 Wheelergate
Nottingham
Tel: 0602 476126

Soft Spot Computers
5 George Street
Banbury
Tel: 0295 68921

SOUTH YORKSHIRE

Just Micro Ltd
22 Carver Street
Sheffield
Tel: 0742 752732

The Computer Store
21A Printing Office Street
Doncaster
Tel: 0302 25260

STAFFORDSHIRE

Castle Computers
6 Hope Street
Hartley
Stoke on Trent
Tel: 0782 267952

Castle Computers
11 Newcastle Street
Burslem
Stoke on Trent
Tel: 0782 575043

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock
Tel: 0543 466577/8/9

Software City
59 Foregate Street
Stafford
Tel: 0785 41899

SUFFOLK

Softsellers
5A Dogs Head Street
Ipswich
Tel: 0473 57153

Software Plus
22 St Matthews Street
Ipswich
Tel: 0473 54774

SURREY

Barkman Computer Services
1st Floor, Cardinals of Kingston
6/9 Market Place
Kingston
Tel: 01 546 5941

The Games Room
Unit 15, In-Shops
Epsom Indoor Market
High Street
Epsom
Tel: 03727 44465

The Model Shop
89E Woodbridge Road
Guildford
Tel: 0483 39115

Ultima Retail Ltd
1st Floor, White Lion Walk
Guildford
Tel: 0483 506939

TYNE & WEAR

Microbyte Home Entertainment Centre
56 Garden Walk
The Metro Centre
Gateshead
Tel: 091-460-6054

Sunderland Computer Centre
29 Crowtree Road
Sunderland
Tel: 091 565 5711

The Computer Shop
7 High Friars
Eldon Square
Newcastle
Tel: 091 261 6260

The Computer Shop
9 Maritime Terrace
Sunderland
Tel: 091 510 8142

WEST MIDLANDS

Evesham Micros Ltd
1762 Pershore Road
Cottisford
Birmingham
Tel: 021 458 4564

Mr Disk
11-12 Three Shires Oak Road
Bearwood, Warley
Tel: 021 429 4996

Software City
3 Lichfield Passage
Wolverhampton
Tel: 0902 25304

Software City
1 Goodall Street
Walsall
Tel: 0922 24821

Software Express Ltd
212-213 Broad Street
Birmingham
Tel: 021 643 9100

Watchdog Home Entertainment Centre
40 Queen Street
Wolverhampton
Tel: 0902 313600

Virgin Games Centre
98 Corporation Street
Birmingham
Tel: 021 236 2523

WEST SUSSEX

Crawley Computers
62 The Boulevard
Crawley
Tel: 0293 37842

Working Computer Centre
7 Warwick Street
Worthing
Tel: 0903 210861

WEST YORKSHIRE

Microbyte Home Entertainment Centre
33 Kirkgate
Wakefield
Tel: 0924 376656

Microbyte Home Entertainment Centre
29 Queen Victoria Street
Leeds
Tel: 0532 450529

Microbyte Home Entertainment Centre
1 Kirkgate Mall
The Kirkgate Centre
Bradford
Tel: 0274 732094

The Computer Store
13 Westmorland Street
Wakefield
Tel: 0924 290159

The Computer Store
34/36 Ivegate
Bradford
Tel: 0274 732094

The Computer Store
40 Trinity Arcade
Leeds
Tel: 0532 429284

The Computer Store
10 Square, The Woolshops
Halifax
Tel: 0422 69077

The Computer Store
4 Market Place
Huddersfield
Tel: 0484 514405

Virgin Games Centre
94-96 The Briggate
Leeds
Tel: 0532 443681/2

WARWICKSHIRE

Spa Computer Centre
68 Clarendon Street
Leamington Spa
Tel: 0926 37648

WILTSHIRE

Ace Computers Ltd
31 Farringdon Road
Swindon
Tel: 0793 512074

Antics
8 Regent Circus
Swindon
Tel: 0793 611253

EIRE

Virgin Games Centre
14-18 Aston Quay
Dublin 2
Tel: Dublin 777361

SCOTLAND

Megabyte Computer Centre
12 Etnick Square
Town Centre
Cumbernauld
Tel: 0236 738398

Virgin Games Centre
28-32 Union Street
Glasgow
Tel: 041 221 0103

Virgin Games Centre
131 Princes Street
Edinburgh
Tel: 031 225 4583

WALES

Ace Computers Ltd
87 City Road
Cardiff
Tel: 0222 483069

Bud Morgan
22/24 Castle Arcade
Cardiff
Tel: 0222 229065

EC Computer Exhibition Centre plc
2nd Floor, Glamorgan House
David Street
Cardiff
Tel: 0222 390286

Soft Centre
28/30 The Parade
Cwmbran Town Centre
Cwmbran
Tel: 06333 68131

POWERDRONE™

It's not just a game anymore ...

- *Fast, Realistic 3-D Graphics with Digitized Sound.*
- *Head to Head Challenge via Dual Machine Datalink.*
- *Horrendous Crusher Gates, Chicanes, Crevasses and Tunnels.*
- *Practice Solo, or Race against 4 Combat-Hardened Galactic Rivals.*
- *6 Challenging and Tortuous Tracks set on 5 different Planets.*
- *Automated Robopit for refuelling, bodyparts replacement and complete tuning.*



NOW FOR THE ATARI ST ... Price £24.95.

SOON
ON THE AMIGA ...
Price £24.95.


ELECTRONIC ARTS®
Home Computer Software

Electronic Arts produces Home Entertainment Software on most Computer formats. For a product brochure and the location of your nearest stockist, please contact: **ELECTRONIC ARTS, 11 49 STATION ROAD, LANGLEY, BERKS SL3 8YN. TEL: SLOUGH (0753) 46465. DEALERS PLEASE CALL (0753) 40906.**

EL. CTB. N I C A R T S™

DREAM ZONE



DEEPER IN IS THE ONLY WAY OUT.

It's the wierdest dream you ever dreamed. And you're trapped. Unless you can find your way out -- through misleading clues, over wild landscapes and past characters stranger than you ever imagined. No wonder the top U. S. magazines hailed Dream Zone a "masterpiece," "filled with biting satire," and "outstanding graphics." Ask for it at your favorite software store.
Available on Atari ST®, Amiga®, IBM®, and Apple IIGS® at £24.99

Distributed in U.K. by
Leisuresoft Ltd.

BAUDVILLE  TM
High Performance Software
All manufacturers' trademarks are acknowledged.

Joan

Joan of Arc combines strategy, simulation, arcade and adventure sequences in a recreation of 15th century France. It's ambitious, but does it hang together? Graham Taylor enters the fray.

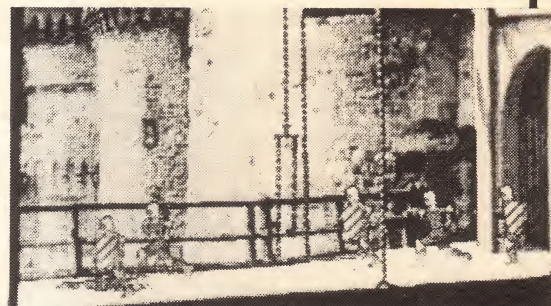
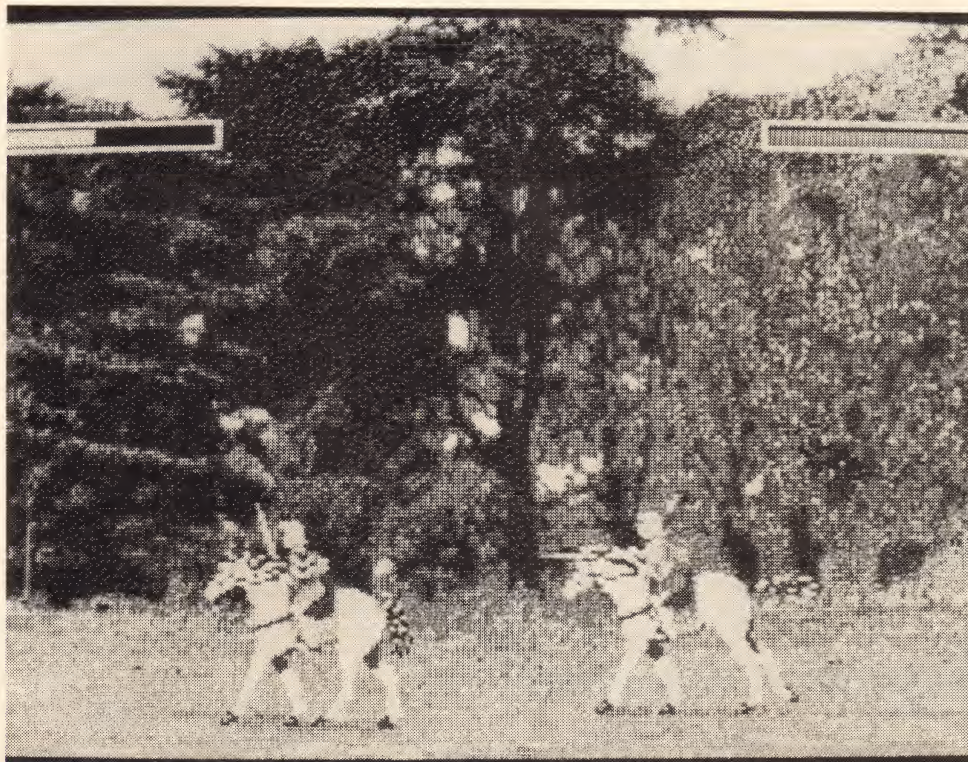
The major problem with 'straight' strategy games is that their appeal is limited. Consequently, to shift serious numbers of units of 'strategy' type software, software houses come up with all kinds of ploys to make such games attractive to a wider audience. This usually means adding graphics and arcade sequences. The problem is that more often than not you end up with a game

Of Arc

that falls between the two stools of arcade and strategy. An example of how to do it (more or less) properly was Cinemaware's *Defender Of The*



33



▲ **T**he storming of the castle of ramparts is just one of the many sub-games that appear throughout.

Crown. *Joan Of Arc* attempts to achieve the same sort of thing.

The objective is to save 15th century France from the English invaders. You play Charles, Dauphin of France, commanding a valiant French army headed by Joan Of Arc. Saint Joan, as she was later to become, was chosen by God himself to return you to the throne.

In practice, this means moving your army around the map and using either

◀ **T**he thunder of hooves and the clash of metal ring out as a deadly joust begins. Choose your weapon carefully and make sure to get the first cut in.

REVIEW

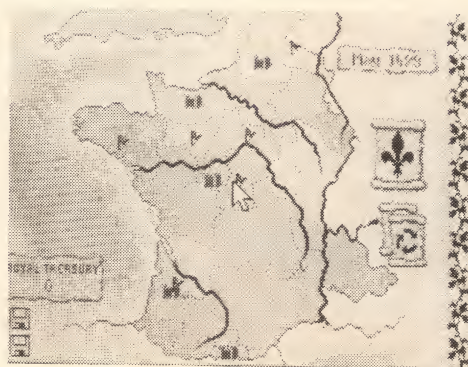


battle or various kinds of political subterfuge, including diplomacy, espionage, taxes and alliances to win over friends and rout enemies.

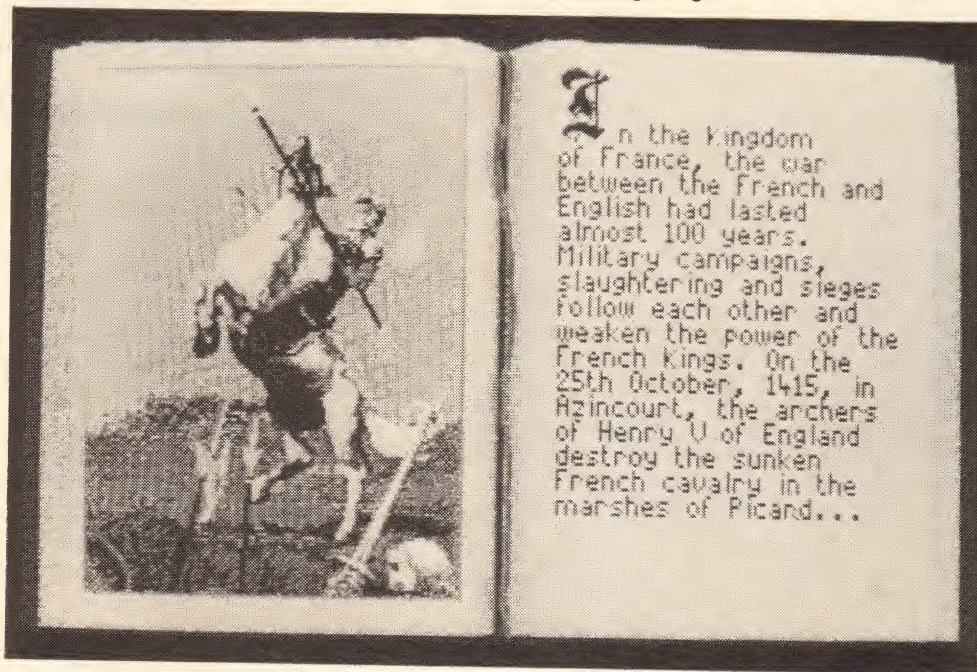
Play begins on a large map of France showing the areas under your control. The first objective is to crown yourself – without this power many of the options are unavailable, depending, as they do, on Regal power.

Selection of army and movement orders are achieved by mouse clicking on the map. Then follow the first arcade sequence. Influence on events is limited – through the mouse you can fire cannons, start a cavalry charge and bring troops forward. Chances are you'll win.

This, believe it or not, is the thrilling main battle scene. Watch your step!



The map may not be visually exciting, but it does represent the key to gaining control of all France.



The scene is set in a novel fashion...

ST

The problem with Joan Of Arc is the fact that the separate elements just don't hang together. The arcade sequences are either totally gratuitous (I never did manage to lose the big fight sequence no matter what what I banal. Like all 8-bit budget games winning and losing seems unrelated to actual skill. The graphics are varied, the big fights are almost laughable with their massed little dots jumping up and down, while other sections, like the castle ramparts defence, looked like digitised pictures. Some of the control mechanisms seem absurdly over-complicated too, double clicks where single clicks could do, complex combined mouse movements for simple moves... and so on. Worst of all, is the almost continuous disk accessing, virtually every decision you take is followed by a good 30 seconds of whirring – this seriously detracts from the excitement level. To its credit the game has a lot to it and for some the pure strategic elements may be enough, with the arcade sections just a distraction. For the uncommitted though, Joan Of Arc is not going to win any new converts.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	48%
SOUND	60%
VALUE	51%
PLAYABILITY	64%

OVERALL 62%

A

Amiga owners are in for a greater disappointment, as Joan's Commodore incarnation is visually identical to its Atari counterpart. The major difference is the addition of sampled noises to the soundtrack – keep an ear open for authentic screams and sword clashes which grace the battle sequences.

PC

Joan Of Arc was originally written in C, which is probably the most portable of programming formats. Therefore, the PC version is identical in all respects to the original ST program. Both CGA and EGA graphic cards are supported.

A KALEIDOSCOPE OF STUNNING SOFTWARE

from Rainbow Arts famed for their exciting and original games. Don't miss these three new software sensations.

Joan of ARC™



Screen shots are from various formats



Amiga £24.99
Atari ST £19.99
IBM PC £19.99

REALM OF THE TROLLS™



REALM OF THE TROLLS – Encounter over 200 troll grottos and be prepared for hundreds of hidden surprises as you recover the priceless treasures stolen by the tyrannical trolls.

JOAN OF ARC – Relive the fantastic destiny of France's most famous heroine. An action packed game filled with deeds of valour and also with intrigue and political infighting.

SPACEBALL – Win back the planet Utalls from the dreaded Jitterbobs by playing Spaceball – the ball game of the future requiring intense concentration and skillful reflexes.

SPACEBALL™



Rainbow Arts

Amiga £24.99 disk
Atari ST £19.99 disk
IBM PC £19.99 disk
CBM 64/128 £9.99 cassette
£14.99 disk

Amiga disk £24.99
Atari ST disk £19.99
CBM 64/128 cassette £9.99
disk £14.99

U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

Powerdrome

Based around the fictitious Powerdrome XXIV Championship, EA's latest release is a high-tech racing simulator set in the future. The player is charged with the task of racing over six courses, set on



Is it a flight simulator? Is it a futuristic sport? Or is it a race game loosely based on the M25? Actually it's a bit of each, as Steve Jarratt found when he entered Electronic Arts' arena.

Here, the many options are accessed, allowing you to examine the opposition, enter the Powerdrome championship, view, practice or compete in individual courses, and tune-up the Typhoon hover ship.

different planets, in order to make off with the coveted Cyberneuf trophy.

Races take place within increasingly tortuous 3D 'channels' which include dips, loops, chicanes and darkened tunnel sections as the later stages of the championship are reached. The player competes against four other pilots, each guiding a high-powered 'Typhoon' class hover-ship. These versatile craft can fly like a plane or hover at any velocity, allowing the more treacherous parts of the course to be taken at low speeds.

Following a short 'tuning' session, circuits are completed in an attempt to

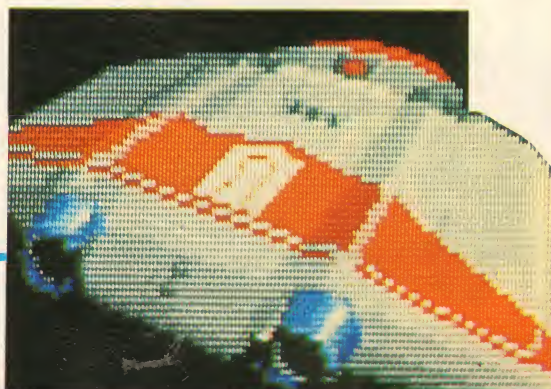


Stand by for start... This is the most frequent view of the opposition – unless you can get to grips with the tetchy controls... if not it's back to the drawing board.

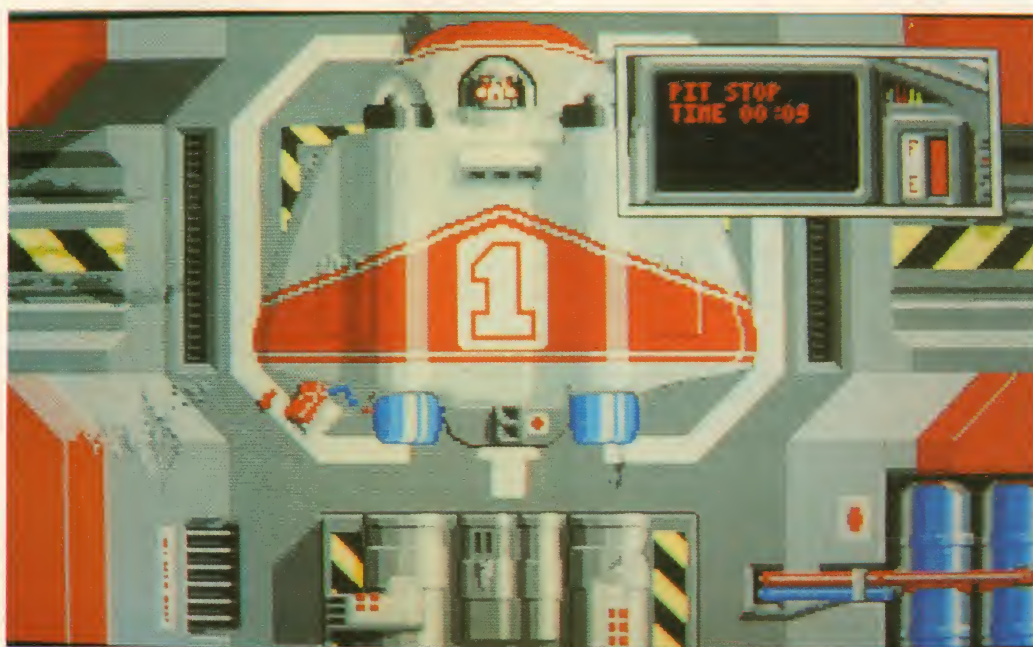
achieve the best possible lap time, with starting positions allocated in shortest lap time order. In practice though, this tends to be a pretty pointless task: unlike motor racing, where obtaining pole position can put you ahead of 20 or 30 cars, there are only five participants in Powerdrome, and the huge courses allow any of the competitors to zoom straight into the lead using the afterburner facility.

Powerdrome allows pit stops for refuelling and damage repair and also

has the option for a two-player head-to-head, whereby two separate machines are linked via a datalink, allowing either player to 'see' his human opposition on the track.



Powerdrome



▲ Entering the pits allows the Typhoon to be refuelled and repaired. Large robot arms appear to remove the offending wing, nose cone or engine, and fit a new one.



▲ The player's Typhoon can be altered to best suit the current atmosphere and style of the course. The aerodynamics are trimmed by adjusting the size and position of aerofoils; the engine filters can be changed to correspond with the air conditions; and the type of fuel can be varied, depending upon the desire for speed or economy. This screen also allows number of laps for individual races to be set between 5 and 50.



Powerdrome is the debut from 25 year old Michael Powell, a former British Steel engineer turned full-time games programmer. The inspiration for this off-beat racing game came about while Michael was burning down the A1 on his motorbike – he went through a tunnel and thought: “what an effect”. “I wanted to do a flight simulation



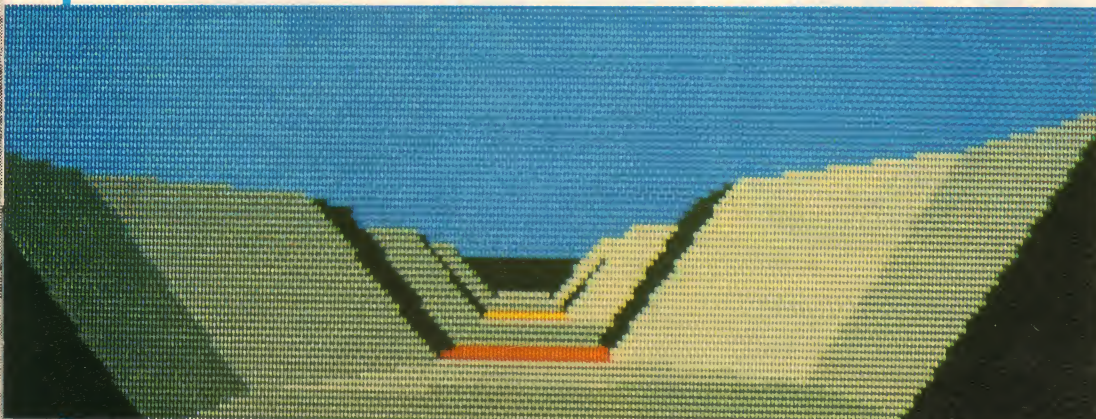
originally, but everyone was doing them so I had to think again. The idea for a racing game hit me while I was burning down the A1.” Powerdrome has taken Michael around a year to write. “The 3D took the most time, but I also did all the other artwork and that’s time consuming.”

When he’s not nipping about on his motorbike or tinkering with games ideas, Michael likes to play games which are a little bit different. “I’m not really into scrolling shoot ‘em ups, I prefer stuff like Sublogic’s Flight Simulator and Flight Simulator II. I was impressed with Virus and I like Jez San’s stuff, but I was disappointed with some of the gameplay in Carrier Command.” As for his next project... well, Michael remains tight-lipped: “I’ve no firm plans, but I certainly want to develop the 3D side of things.”



▲ The flashing green portal signifies the entrance to the pit lane, which is entered by simply flying into it.





▲ The coloured squares correspond to the different vehicles' pit areas – yours is red. To enter the pit itself, the Typhoon must be slowed down just above the square, at which point the pit tractor-beam grabs the vessel and auto-docks with the repair and refuelling equipment.



▼ Sound is rather harsh, but does have one or two nice touches, such as an engine start, and some thunder during the frequent storms.



ST

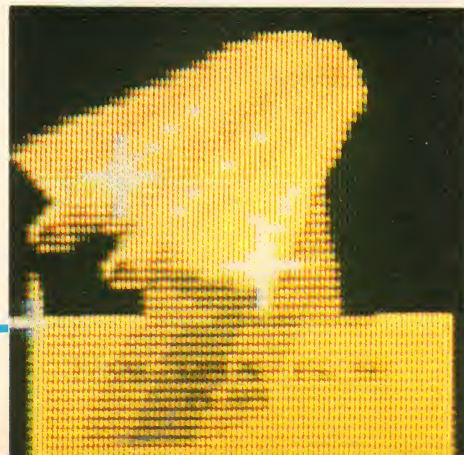
The impressive speed and realism of the filled-in vector graphic courses create a sufficiently believable sensation of movement. Tie this in with the excitement inherent in any racing game, and what we *should* have here is a pretty exhilarating experience. Unfortunately, control of the vessel is ridiculously sensitive, making the craft practically unmanageable. The Typhoon's aerodynamics can be trimmed, but this only goes part-way to solving the problem. I've no doubt that some will be able to get to grips with the game, but most – like myself – will be frustrated and disappointed at the apparent inability to guide the craft anywhere other than straight into a wall. The amount of practice needed to beat the extremely proficient computer opponents (on even the simplest course, let alone the later ones!) seems barely worth the effort. This lack of immediate (and possibly even long-term) playability is a real shame: the package as a whole is excellently presented, with some very friendly option screens and great still graphics.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	84%
SOUND	63%
PLAYABILITY	66%
VALUE	61%

OVERALL 70%

A

The Amiga version is currently in progress, but it won't hit the streets until at least March of next year. As for any enhancements – Mr Powell reckons that he has an extra 400K of memory to play with so there should be rather more than improved graphics to look forward to. Digitised speech will definitely be added to the soundtrack and there's a strong possibility that an extra circuit will be added to the options.



THE MOST POWERFUL GAME DESIGNER NOW AVAILABLE FOR THE MOST POWERFUL HOME COMPUTERS!



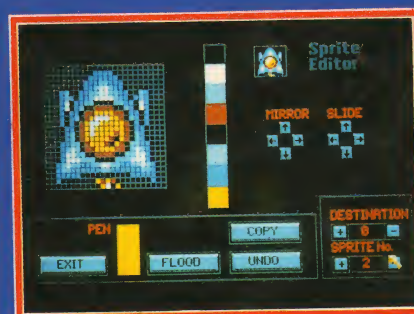
With absolutely no programming knowledge you can produce games with: Fast, smooth scrolling – Detailed and colourful sprites and backgrounds – large multi-sprite enemies – superb animation – your own sampled and synthesised sound – title screens designed on top art packages.



menu driven



professional results



easy to use editors

Already a massive success on the Commodore 64, Shoot 'em up Construction Kit has been hailed by ZZap!64 as "one of the greatest packages ever released on the 64". Now a team of top programmers, between them responsible for a string of hits including Wizball and Barbarian, have brought their skills and experience together to produce the ultimate user-friendly 16 Bit game designer.

AMIGA – £24.99 ATARI ST – £24.99
COMMODORE 64 Cassette – £14.99 COMMODORE 64 Disk – £19.99



Outlaw Productions, The Old Forge, 7 Caledonian Road, London N1 9DX

Please check for availability of individual formats



Turbo

Confirmed Skoda driver Ciaran Brennan thought he'd died and gone to heaven when he found himself behind the wheel of a 944 Porsche Turbo. Loriciels sponsored the action.

Racing enthusiasts will already know a darn sight more than I do about the Andros Turbo Cup, but for the rest of you here's a quick summary. The Cup is an annual motor race (well it has been since 1985), where 30 of France's

top drivers compete in similar cars – Porsche 944 Turbos. Loriciels' connection with this glamorous event comes through the company's sponsoring of last year's winner, Rene Metge.

Mr Metge is certainly a talented driver, having won his first race in 1967 and since then taken the honours

in countless competitions including the gruelling Paris-Daker rally – three times! Rene has contributed his considerable experience to the development of this racing simulation, so at least it should be technically accurate.

Taking the usual 'behind and above' viewpoint, the action is split into two distinct levels: Saturday's practice session and Sunday's race. One lap of opposition-free practice is all you're given, but this should be enough to familiarise yourself with the machine before taking on the other drivers under race conditions.

What separates Turbo Cup from the pack is the unusual gear change option – well, options in fact, as there's a total of five different ways to manipulate the gears using the keyboard, a single joystick or a pair of joysticks in unison (one to steer the car and the other serving solely as the gearstick). There's even an automatic mode for those of you who are too lazy to think for yourselves.

Four tracks to choose from, each with its own advantages and disadvantages. Whether you prefer the sharp braking and quick acceleration of hairpin bends or the smoother but faster action of long gentle curves, it's all here.

The beast! For the uneducated among you this is the Porsche (pronounced Pore-sheh) 944 Turbo, as sponsored by Loriciels and driven by Rene Metge. In its normal state the 2.5 litre, four cylinder engine is capable of reaching a maximum speed of 150 mph and accelerating from a standstill to 60 mph in a staggering 6.3 seconds! The specially modified Turbo Cup model has a larger turbo unit which increases the bhp by 20 to 250 (that translates to very powerful).



Turbo Cup



One of the major drawbacks is the opposition, who seem hell bent on running your motor off the track. The number in the top left shows your relative position, while the figure in the top right is the elapsed time which is the racing equivalent of a high score (by the way Rene Metge is at the top of the table, so it's going to take some going to knock him off).

41

PC

A CGA version is expected to appear before Christmas, differing only graphically from its ST counterpart. PC owners who expect their visuals to be a little stronger and who are equipped with an EGA card will have to wait until early 1989 for a suitable version.

ST

The engine may sound like a Flymo and the control is a little on the sloppy side, but Turbo Cup is a really playable racing game. Graphically, it's quite similar to Loriciels' previous effort, Space Racer, but it certainly leaves that behind in the playability stakes. the multiple gear change option means that even a beginner can immediately compete. Neat little touches such as the working brake lights and flashing turbo round off a neat package.

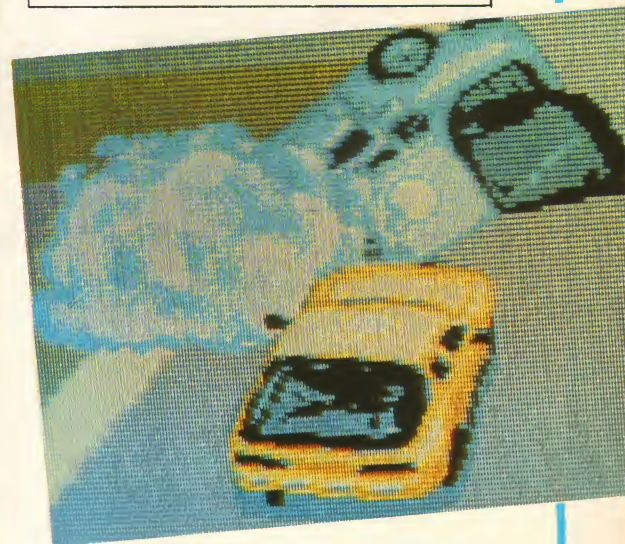
PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	75%
SOUND	66%
VALUE	82%
PLAYABILITY	71%

OVERALL 78%



A

The Amiga's faster processor lends itself perfectly to producing a smoother and faster racing simulation – and Turbo Cup should prove no exception to this rule. Firstly, the lawnmower simulation will be lost from the soundtrack, and hopefully replaced with something a little more realistic. Apart from the smoother movement, there should be no graphic difference.



Whoops! This is what happens if two drivers get a little too close – but don't worry, no prang is too much for the hardy 944 and you soon end up back in the race.

THE AMAZING AMIGA...

COMMODORE AMIGA 500



Pack Includes:

A500 CPU, Mouse, P.S.U., T.V. Modulator, Very First Tutorial, Workbench 1.3, Basic, Extras and Manuals.

PLUS POSTRONIX BONUS PACK

WORTH OVER £250 which includes 10 Blank Disks, Disk Storage Box, 10 Excellent Games, Mouse Mat, Mouse Bracket (Mouse Holder) Deluxe Paint.

£399.00 + £5.00 post and packing

AMIGA 500 PLUS DISK DRIVE

Instruction Manuals, Extra Disk, Workbench 1.3, The Very First Tutorial, T.V. Modulator, Photon Paint, Mouse PLUS additional Amiga Compatible Disk Drive and 10 Blank Disks.

£449.00 + £5.00 post and packing.

AMIGA 500 + 1084S STEREO/ COLOUR MONITOR

(including the Amiga 500 deal) **£649.00**
+ £10.00 post and packing



MPS 1500C



MPS 1200P

MPS 1200P

The Commodore MPS1200P printer presents the state of the art in dot matrix printers, with all the features of a printer that would cost much more. The MPS1200P is designed to be like three printers in one. It can act just like an Epson FX printer, or with the flip of a switch, it can act just like an IBM Graphics Printer with IBM Group II-I character set (Danish/Norwegian character set) support. It can also print all the characters available with the Amiga in the Amiga configuration. The MPS1200P is capable of all the printing functions you would expect, as well as some additional features you may not expect.

MPS 1500C COLOUR PRINTER

A. TECHNICAL CHARACTERISTICS

PRINTING TECHNIQUE Impact dot matrix (9-needle print head).
DRAFT MODE — matrix: 9 vertical dots x (5 + 4) horizontal dots; — print speed: 120 char/s, at 10/char in
TABULATION SPEED 2 char/s
PRINTING DIRECTION bi-directional, with optimised head movement
PRINT PITCHES 10 char/in to 24/char/in programmable from line, and in SET-UP mode
LINE FEED — 1/6in (4.23 mm), 1/8 (3.17 mm) and 7/72 in (2.4 mm); — n/216 in and n/72 in.
CHARACTER SET ASCII characters and special characters.
MAX. PRINT LINE LENGTH 40 top 192 characters, according to print pitch selected.

£229.99
+ £5.00 post and packing

£199.99
+ £5.00 post and packing



1084 HIGH RESOLUTION COLOUR MONITOR

1084S STEREO/COLOUR MONITOR

Compatible with PC,
Amiga, C64c, C128

£259.00

+ £5.00 post and packing

AMIGA 1010 DISK DRIVE



AMIGA 1010 DISK DRIVE

Amiga 3.5" external drive. Capacity 880K

PLUS FREE DISK
STORAGE BOX &
10 BLANK DISKS

£149.99

+ £5.00 post and packing

A501 RAM PACK

512K for the Amiga

£149.99

+ £5.00 post and packing

... AND MORE BESIDES!

COMMODORE OLYMPIC PACK



THIS TOPICAL GAMES COMPENDIUM OFFERS A TRUE SPORTING CHALLENGE

Pack contains: C64c Computer 1530 Datasette, Quickshot Joystick, Matchpoint (Tennis), Snooker, World Championship Boxing, Daley Thompsons Supertest, Hypersports, Basketball, Matchday II, Daley Thompsons Decathlon, Basket Master, Track and Field.

PLUS POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

£149.99

+ £5.00 post and packing

1541 DISK DRIVE PACK



1541 II DISK DRIVE PACK

Pack includes: 1541 II Disk Drive, 10 Excellent Disk Games, 20 Blank Disks, 5 1/4" Diskette Storage Box. AND GEOS!

£169.99

+ £5.00 post and packing

ICONROLLER



ICONROLLER

Iconroller is semi permanently mounted on your computer console. Iconroller leaves hands on the keyboard while executing Icon commands with your fingertips.

£15.99



STARFIGHTER

Compatible with Sinclair Spectrum, Commodore, Atari Computers. Atari 2600 Video Games Systems.

£14.95



CHALLENGER DELUXE

Compatible with Spectrum (with optional interface). Commodore. Atari 2600 Video System. Atari Computers. Amstrad computers.

£4.99



CHEETAH 125+

Compatible with Spectrum. Commodore. Atari 2600 Video System. Atari. Amstrad PC. Amstrad.

£8.95



TAC 5 CONTROLLER JOYSTICK

Compatible with Atari. Commodore.

£13.99



COMMODORE FAMILY ENTERTAINMENT

AN EXCELLENT PACK PROVIDING HOURS OF ENTERTAINMENT FOR ALL THE FAMILY

Pack includes: C64c Computer 1530 Data Cassette, Quickshot II Joystick, Personal Hi-Fi, Commodore Juke Box Audio Tape (10 Hits), Yamaha SHS10 FM Digital Keyboard with Midi, Ghostbuster, Rollaround, Tau Ceti, Agent X11, Surprise Game.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY £199.99

+ £5.00 post and packing

A GREAT DOUBLE THEME PACK OFFERING THE BEST OF HOLLYWOOD, PLUS A COMPENDIUM OF T.V. GAME SHOWS

Pack includes: C64c 1530 Data Cassette, Quickshot II Joystick, The Great Escape, Miami Vice, Platoon, Rambo, Top Gun, Every Second Counts, Blockbusters, Bullseye, Trivial Pursuit, Krypton Factor.

Plus: POSTRONIX BONUS PACK OF £100 OF FREE SOFTWARE

ONLY £149.99

+ £5.00 post and packing

THE HOLLYWOOD PACK



COMMODORE ADD-ONS

A) 1750 RAM EXPANSION MODULE FOR CBM 128

Simply plug it into the expansion port on your CBM 128 and 512K Bytes of additional Ram are available.

B) 1351 COMMODORE MOUSE

The Commodore 1351 Mouse is controller designed for use with the CBM 64/128.

C) 1764 RAM EXPANSION MODULE FOR COMMODORE 64

How do you get a total of 320K Ram on your 64, just plug in the 1764 Module.

A £149.99 B £19.99 C £99.99

All prices + £5.00 post and packing.

SEIKOSHA PRINTER

SEIKOSHA PRINTER

Compatible with most makes of Commodore computers. Features variety of fonts including graphics and near letter quality, reverse printing, italics, tractor feed and paper separator. Comes complete with serial cable.

£159.00

+ £5.00 post and packing



SLIK STIK JOYSTICK CONTROLLER

Compatible with Atari Computers. Atari Games System. Commodore.

£6.99

COMPETITION PRO 5000

Compatible with Commodore 64 and Vic 20. Sinclair ZX Spectrum (interface required).

£14.95



TAC 2 CONTROLLER JOYSTICK

Compatible with Commodore 64 and Vic 20. Atari Computers. Atari Game Systems.

£10.99



RAM DELTA DELUXE MICROSWITCH JOYSTICK

Compatible with Atari computers and Video Games Machines. Amstrad PCW (with adaptor). Spectrum (with adaptor). Commodore.

£9.99



MICRO HANDLER MULTI FUNCTION JOYSTICK

Compatible with Commodore. Commodore C16/44 (adaptor required). Atari.

£24.95



ONLY AVAILABLE FROM POSTRONIX LTD

A whole new range of innovative computer covers, made from durable clear plastic. Designed to fit your computer perfectly ... not only safe from dust but also all forms of accidental damage.

C64 OLD STYLE

£6.99

C64C NEW STYLE

£7.99

AMIGA 500

£9.99

ATARI 520ST

£9.99

ATARI 1040ST

£9.99

LARGE STOCKS OF SOFTWARE & ACCESSORIES FOR ALL 16 BIT, 8 BIT COMPUTERS - ALSO ALL MAJOR GAME CONSOLES - PHONE (0604) 791771 NOW WITH YOUR REQUIREMENTS.

postronix SEND YOUR ORDER TO: POSTRONIX MENE ENTERPRISE CENTRE FREEHOLD STREET NORTHAMPTON NN2 6BW		TITLE (TICK) MR. MRS. MISS ADDRESS POST CODE		INITIALS SURNAME OR PHONE 0604 791771 24 HOUR ORDER SERVICE	
CUSTOMER NO (IF KNOWN) DATE		ALL SOFTWARE ITEMS ARE INCLUSIVE OF P.P. ALL HARDWARE ITEMS ARE £5.00 FOR NEXT DAY DELIVERY £10.00 P.P. (CREDIT CARD & CASH ORDERS ONLY)		TOTAL GOODS POSTAGE & PACKING GRAND TOTAL	
IF YOU REQUIRE A FREE CATALOGUE PLEASE TICK <input type="checkbox"/>		PLEASE DEBIT MY CREDIT CARD SIGNATURE DATE		ON ENCLOSED CHEQUE/ POSTAL ORDER PLEASE CHECKS PAYABLE TO POSTRONIX	
(CARD HOLDERS PLEASE STATE EXPIRY DATE)		OFFER APPLIES TO U.K. ONLY. OVERSEAS ORDERS CHARGED AT OVERSEAS RATE.			

BATMAN IS ALIVE! . . .
ON YOUR HOME MICRO

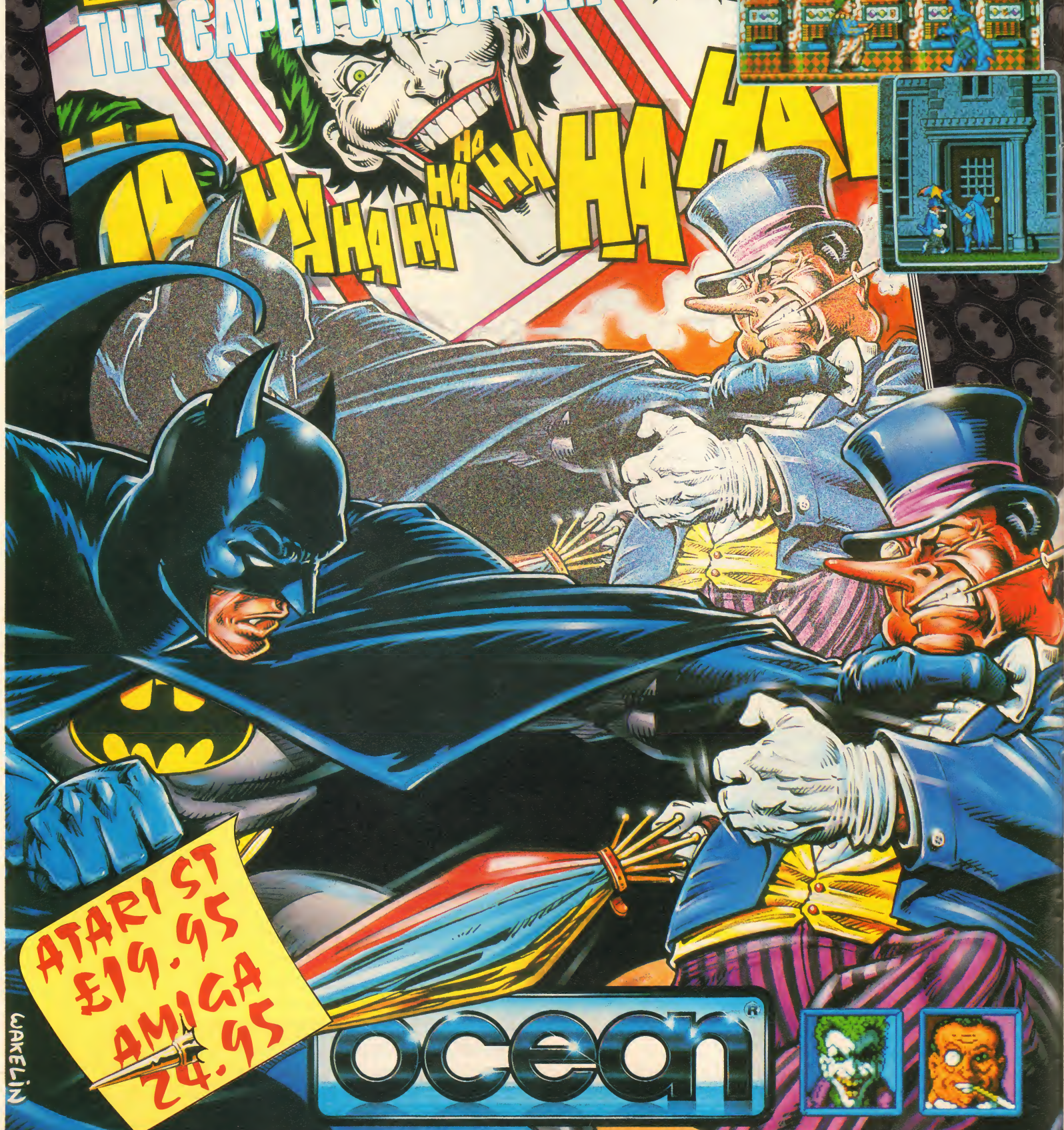
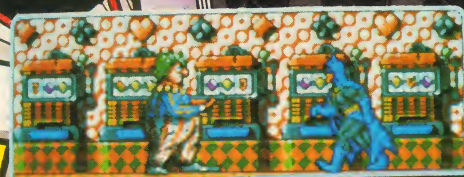
BATMAN TM & © DC COMICS INC.

TM

BATMAN

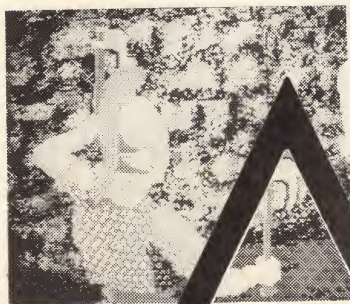
THE CAPED CRUSADER

HA HA HA HA HA HA HA HA



ocean





Artura is an arcade adventure from Gremlin Graphics. It's set in Britain's ancient past of Kings, Magicians and great battles. Graham Taylor peers through the mists of time and answers the eternal question: inventive mythical fable or creaky old platform and ladders game?

Artura

Actually, when you come to think about it, computer game companies haven't actually done Ancient Britain much in game plots. Greek Myths, fables and Ninjas, yes. But old Arthur and his mates... hardly a whisper. Still, Gremlin has put all that right with *Artura* which freely adapts what I take to be Mallory's Celtic history.

To cut a long plot short — you are Artura and you need to find and release Merdyn the Mage from evil Morgause's castle so that he can help you unite the warring hoardes of Albion. All that's needed to accomplish this mammoth task is to find the fragments of nine rune stones which are scattered about the stronghold.

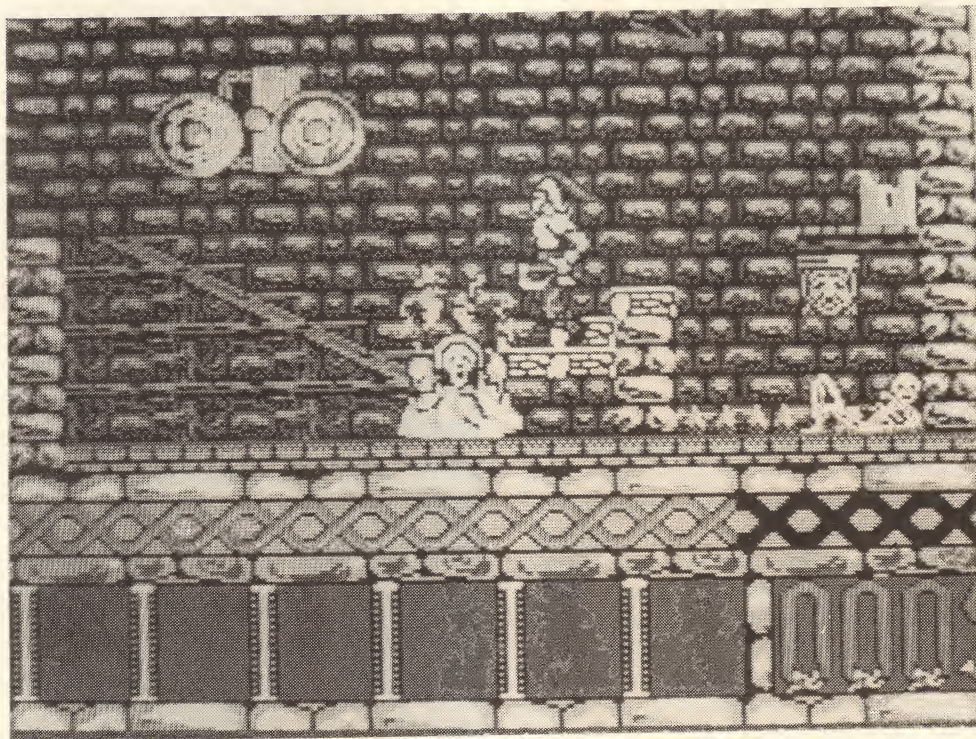
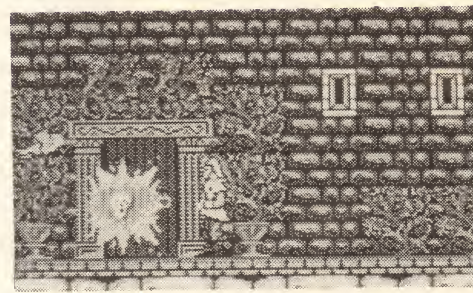
Let me put it another way. Climb the stairs, walk along the platforms, watch out for the bad guys who deplete your energy, and wander about finding the lumps of cement that form the runes.

OK, it's easy to make things sound banal, but for the first half hour or so I couldn't find anything distinctive at all. There's nothing actually wrong with it — average graphics, tolerable sound, functional plot... but actually raising enthusiasm proved a little difficult.

It plays like this: you control brave Artura — a moderately detailed knight moving him through doorways, sometimes jumping across platforms, always trying to avoid or kill soldiers, rats, spiders, sorcerers and other bad

guys that get in your way. Some are easy to kill, while others need several hits. All deplete your energy reserve quickly if you come into contact with them. Rune sections assemble, bit by bit, in nine slots at the bottom of the playing area when you find them.

Now you don't have to have played many games to recognise this as your standard arcade adventure plot. Pret-



One of the most vital rune pieces. But how to get it without suffering the same fate as the poor guy in the right hand corner...

REVIEW

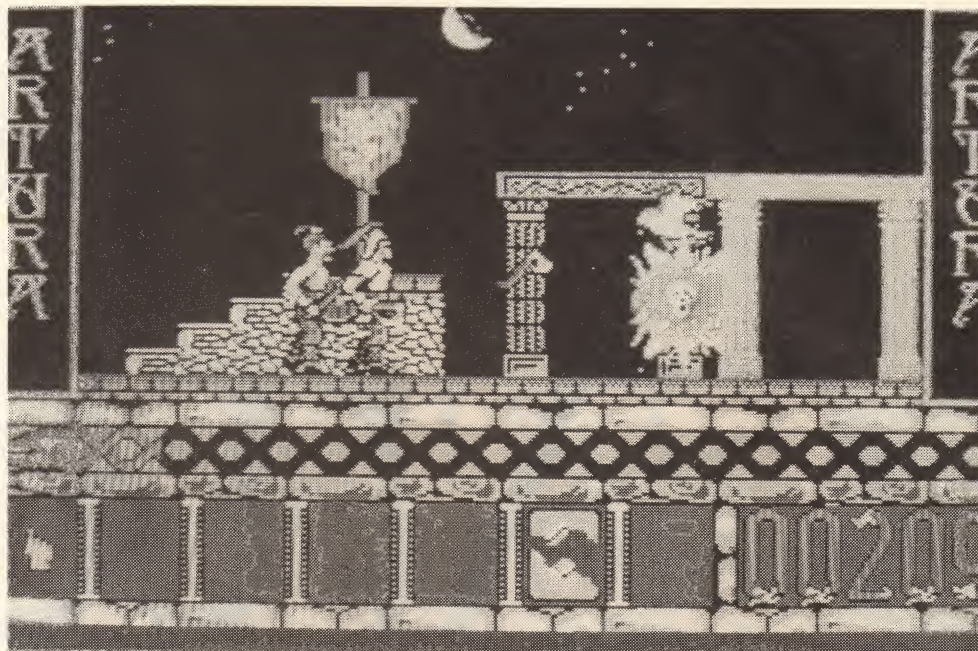
ty dull I thought until I started to actually find pieces of the runes...

As you play, you start to find that, despite the over-familiarity of the ideas, the gameplay – in terms of how hard it gets and how quickly – gives new challenges just as you begin to think there is no more to it.

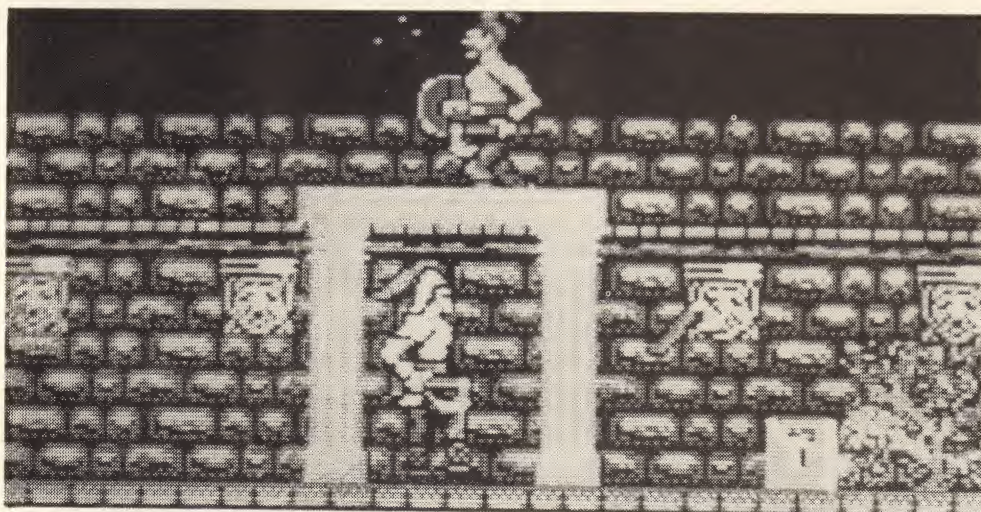
I discovered the final piece to make my first complete rune just as I was getting fed up – perfect timing because once you get a whole rune the game expands greatly.

No thanks whatsoever are due to the manual which, though full of scene-setting dodgy Celtic mumbo-jumbo, only does so at the expense of such basic information as what Rune Mode is actually for.

I'll save you two minutes of trouble – if you get a complete rune you can enter Rune Mode, select the complete rune with a moving hand and set it spinning by pushing the fire button a couple of times. What happens then is



▲ **G**uess who's just died? ...and with almost a complete runestone as well... (watch out for the deadly birds!)

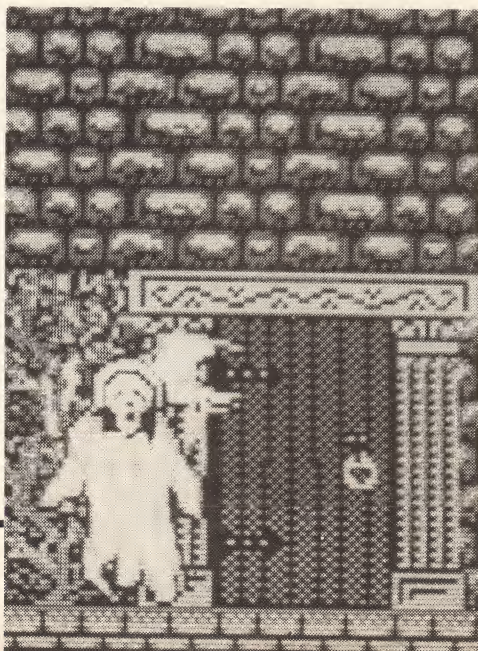


▲ **O**ut on the castle ramparts with the first Rune segment in sight...

a bit like 'hyperspace' on Asteroids and in the best and most spectacular spot effect I've seen all month sends you to an entirely different bit of the castle.

Having got say 15% into the game I was pretty hooked – finding a lot of fresh areas to explore and seeing some excellent set piece graphics (don't miss the thunderbolt throwers – and do take them on – you never know what they might be hiding).

Death can come suddenly and gruesomely in Artura...



ST

Artura is, in quite a few ways, a creaky old platform and ladders game but it does reward perseverance. The

graphics are tolerable, sound attempts to be vaguely Ancient British and sort of succeeds in a fuzzy kind of way, but because of the care that has gone into the gameplay and testing Artura is certainly greater than the sum of its parts.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	42%
SOUND	33%
PLAYABILITY	56%
VALUE	40%

OVERALL 51%

It won't come as any great surprise to learn that Amiga Artura is, to all intent and purposes, identical to the ST incarnation. Which means the same uninspired graphics and sound, and the same hackneyed platform and ladders style gameplay. Ah well...

PRICE	£19.99
RELEASE DATE	Late December

The world's leading brand for the real games competitor



47

Have you
got your hands
on one yet?

EUROMAX

BESSINGBY INDUSTRIAL ESTATE, BRIDLINGTON
NORTH HUMBERSIDE YO16 4SJ, ENGLAND
TELEPHONE: 0262 601006/602541
FAX NO. 0262 400068

Please send me full details.....
Name
Address

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros

- ✓ Offers full compatibility with all Atari ST models, Amiga 500 and Amiga 1000
- ✓ Top quality Citizen drive mechanism
- ✓ One megabyte unformatted capacity
- ✓ External plug in PSU (Atari ST)
- ✓ Throughport (Amiga)
- ✓ Very quiet
- ✓ Slimline design
- ✓ Colour matched to computer
- ✓ Long cable for location either side of computer
- ✓ Full 12 months guarantee

**Don't forget - all prices shown
include VAT and delivery**

**NEW
LOWER
PRICE !**

£89.95

including VAT and delivery

ATARI 520STFM SUMMER PACK

Includes STFM with 1MEG drive, 22 games (retail value £413.94) & joystick.

Only £349.00

520 STFM 1MEG memory upgrade kit	£119.00
520 STFM with 1MEG drive internally fitted	£279.00
1040 STFM latest model, includes TV modulator	£419.00
1040 STFM as above, with mono monitor	£529.00
1040 STFM including all extras as supplied with above 'Summer Pack'	£489.00
1040 STFM including 'Super Pack' extras as above, with mono monitor	£599.00
Mega ST2 with mono monitor	£849.00
Mega ST4 with mono monitor	£1099.00
SLM804 laser printer, great value at	£1099.00
SM124/5 mono monitor	£119.00
SH205 20Mb hard disk	£449.00
Mega ST2 Special Offer; includes Mega ST2, mono monitor SLM804 laser, 'Microsoft Write', 'VIP Professional' & 'Timeworks DTP' ...	£1795.00
DTP system - includes Mega ST4, Mono Monitor, SLM804 laser, 'Fleet Street Publisher', 20Mb hard disk & 90 day on site maintenance ...	£2795.00
Philips CM8833 colour monitor c/w ST lead	£259.00
Philips CM8852 as above, higher resolution	£299.00
(Extra £10.00 discount on Philips monitors if bought with an ST)	

**All ST prices include: mouse etc. PLUS 5 disks of s'ware including
wordpro, utilities, graphics, game and demos.
We can quote you for any combination of hardware.**

PRINTERS

All prices include VAT, delivery and cable

Star LC10 replaces the NL-10, features 4 NLQ fonts, paper parking, front panel operation, PLUS 2 extra ribbons free of charge.....	£219.00
Star LC10 7-colour version of above printer, inc.2 extra black ribbons.....	£269.00
Star LC24-10 feature-packed budget 24 pin multifont printer.....	£339.00
Star NB24-10 high 24pin quality, inc.free sheet feeder + 2 extra ribbons.....	£499.00
Star ND-10 180/45cps high quality 10" carriage printer.....	£349.00
Star NX-15 budget wide carriage printer.....	£329.00
Star NB24-15 wide carr. version of NB24-10, inc. cut sheet feeder.....	£649.00
NEC P2200 budget 24pin, great value 168/56cps.....	£319.00
Panasonic KXP1081 reliable budget 10" printer 120/24 cps.....	£169.00
Epson LX800 popular budget 9pin 10" bed, 180/25 cps	£199.00
Epson LQ800 good value 24pin 150/50 cps	£319.00
Citizen 120D budget 10" dot-matrix, 120cps.....	£139.00
Citizen 180E 9pin 10" carriage 180cps	£169.00

3.5" Disks

10 Bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£11.95
25 bulk disks as above	£27.95
10 disks as above with plastic case	£13.95
25 disks as above, with 40 capacity lockable storage unit	£34.95
Verbatim DS/DD disks, top quality media with lifetime guarantee. Box of 10 only	£19.95
SKC MF2DD DS/DD 3.5" disks. Box of 10	£17.95

How to order from

Evesham Micros



Phone us with your
ACCESS or VISA
card details on :



0386-765500

DOUBLE TAKE! PYE 14" TV/MONITOR (MODEL 1022)

High quality medium resolution
colour TV/monitor now avail-
able to suit the ST or Amiga.
Features full infra-red remote
control, Euroconnector, Video/
Audio input and headphone
output connectors, 39 tuner
presets, external aerial con-
nector and a loop aerial. Sup-
plied with cable (please state
computer type when ordering).

**SPECIAL
OFFER !
£199.00**
includes VAT
and computer
connection lead

DISECTORST POWERFUL ATARI ST DISK UTILITIES

- ❖ **SOFTWARE BACKUP** with new turbo nibbler
Version 4 incorporates a very fast and powerful
menu-driven backup utility. Makes use of all available
drives and memory.
- ❖ **56 SOFTWARE BACKUP PARAMETERS**
Parameters now includes 56 individual routines to
backup and de-protect the toughest protection schemes.
- ❖ **FAST BACKUP**
Will backup a non-protected disk as quickly as possible
using 'File Allocation Copy' techniques.
- ❖ **EXTERNAL DRIVE BOOT**
Allows many programs to startup from drive B.
- ❖ **ORGANISER ACCESSORY**
New look Version 4, providing extremely useful disk
management commands under one desktop-based
accessory, including FORMAT, RENAME, DELETE etc.
- ❖ **EXTRA FORMAT**
to maximise usable space on your disks - provides over
15% additional user storage space per disk!
- ❖ **RAMDISK and SET DATE/TIME** accessories.
- ❖ **plus UNDELETE, DISK ANALYSIS, UNFORMAT
DISK SPEED CHECK** and much more !

Only £24.95 Existing users - upgrade your
Disector ST disk for only £7.95

**V
E
R
S
I
O
N
4**
NOW
AVAILABLE!

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order
or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
0386-765500
fax 0386-765354
telex 333294

Also at: 1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564

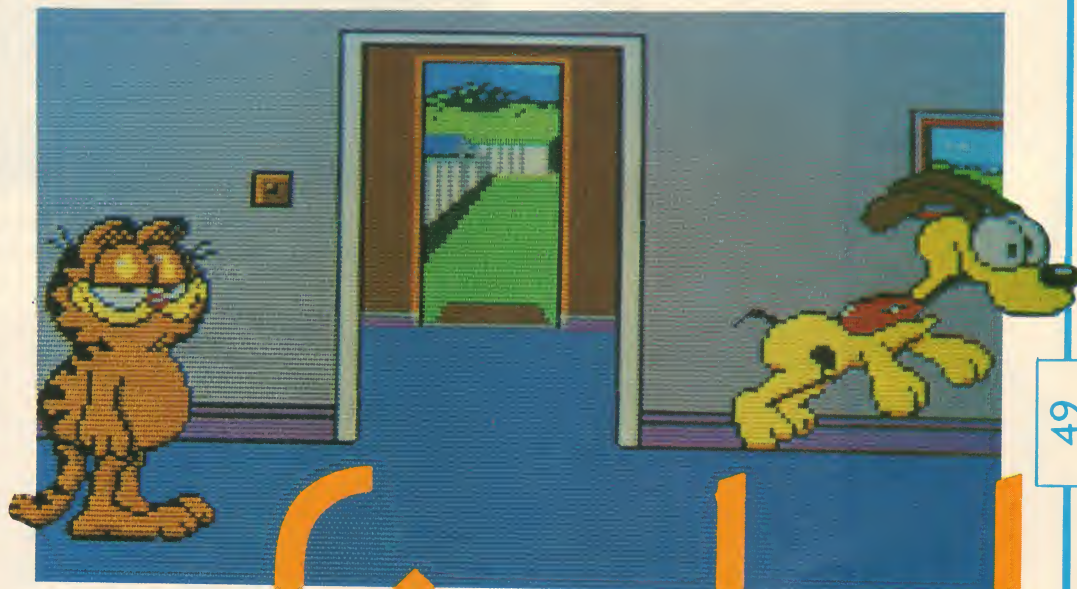
Garfield's graphics look exactly like the cartoon: dot for dot, splodge for splodge. It is more than just good programming: it's a question of accurately capturing the exact expression and mannerisms of the cartoon originals.

For example, check out Garfield's cheesy grin after kicking Odie into next week, or Odie's dumb loyal cheerfulness after being booted. Even the backgrounds authentically recreate the sort of small mid-western town feel of the originals.

However, in the past many games with marvellous visuals tended to lack something in gameplay. It's the "God what brilliant graphics, now what shall we do with them?" syndrome. Unfortunately, this is partly the case with Garfield, which has an authentic plot and some clever touches but lacks a certain logic in the gameplay.

The plot sees Garfield attempting to rescue his beloved Arlene from the city pound. Finding her is one problem,

Cartoon Graphics? Big Fat Hairy Deal. Don't all 16-bit games have them these days? Not like this they don't. The Edge's latest gives a whole new meaning to "just like a cartoon". Gleeful Graham Taylor gets to grips with Garfield.



49

Garfield



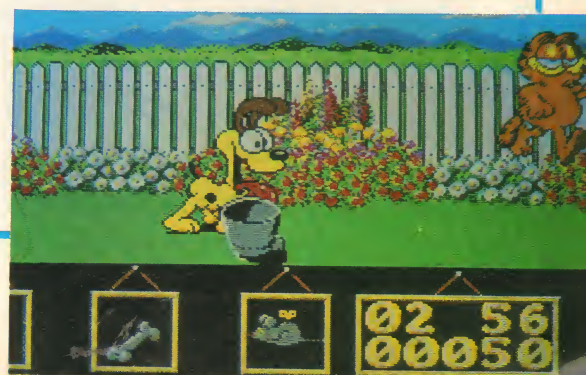
The health food shop. No lasagne, so Garfield may not be immediately interested, but if he investigates further he may find a rather useful doughnut.

finding enough for Garfield to eat is another. Garfield will eat virtually anything, and if his 'pizza' level should get low this can be a major problem – Garfield may actually get so hungry that he'll eat valuable objects such as spades and flashlights – making it impossible to complete the game!

The mechanics are really pretty simple, even if the individual problems are not. Getting to the pound and releasing Arlene involves solving dozens of other problems – finding Nermal (the world's cutest kitten), opening doors etc. In each case the

solution is basically picking up the right object and putting it in the right place – almost like an adventure game.

Plenty of useful objects to be found and used in the garden (but this isn't one of them). This brings a whole new meaning to the phrase 'kicking the bucket'.





The major problem is that, in some cases, the link between what object has to be put where (and what it does) is very tenuous. Here is an example (the only one I'm going to give away) you start in the house and soon discover with what looks like a giant catflap. You want to open this catflap – here's how: get the spade from the shed and drop it by the bone which is by the catflap, pick up the bone and drop it and it will start bouncing and lo! the flap opens. Logical eh?

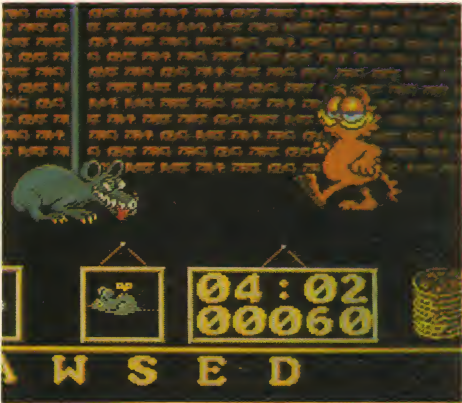
To be fair that is probably the most odd solution to a problem I've found so far but there are other examples where the logic is not entirely convincing.



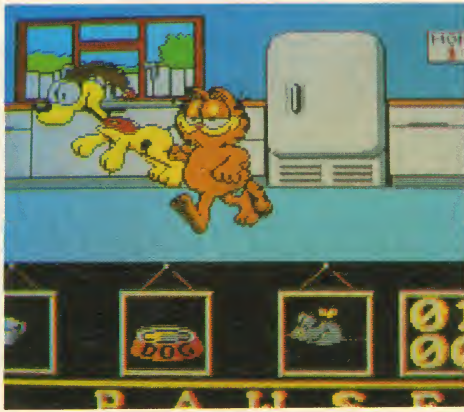
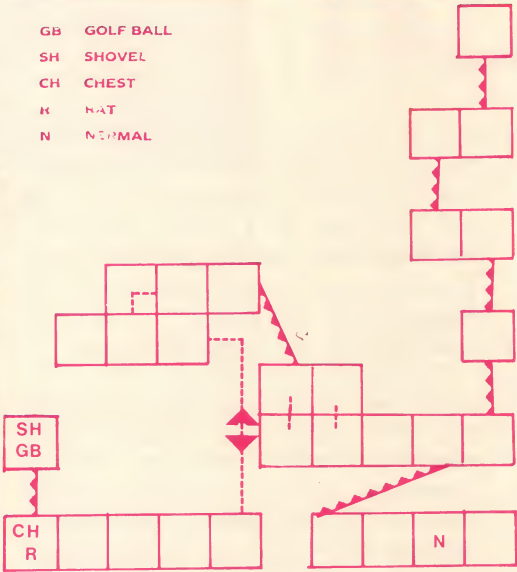
Pick up those aniseed balls, give them to Odie and that should stop him reducing your pizza power when he passes you. Now ain't that handy?



Down in the sewers our feline friend has fallen foul to a rat that looks like it's been at Jon's vitamin pills. That ladder will lead him to safety, but how does he reach it?



- GB GOLF BALL
- SH SHOVEL
- CH CHEST
- R RAT
- N NORMAL



Garfield's favourite place (generally because this is where all the lasagne is to be found).



▲ And why is our fat feline friend so happy? Probably because he's just found out there's a pizza party just a couple of screens away.



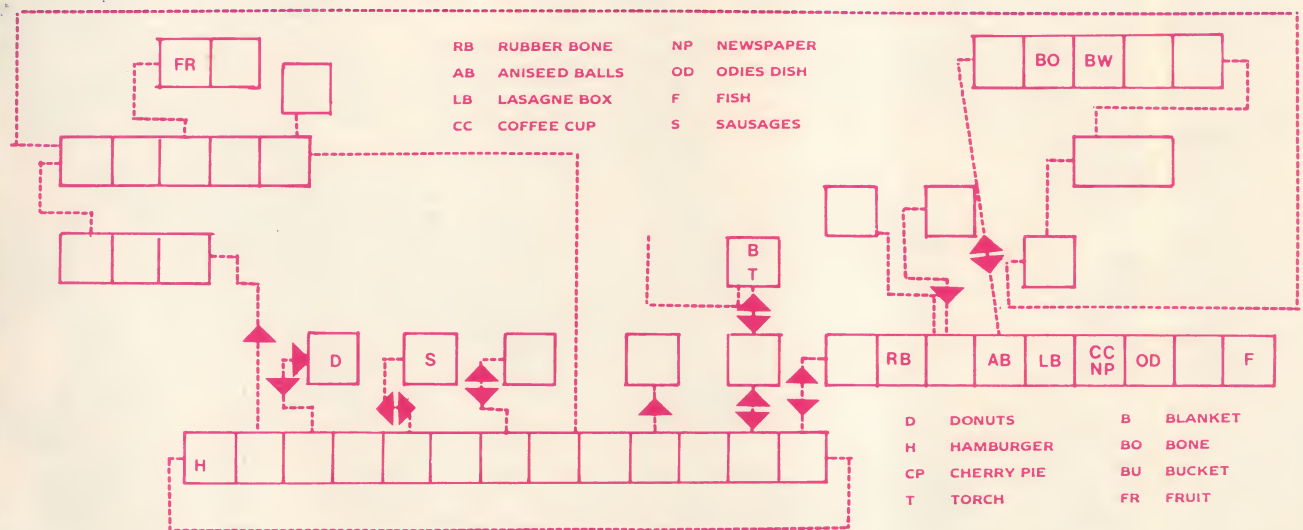
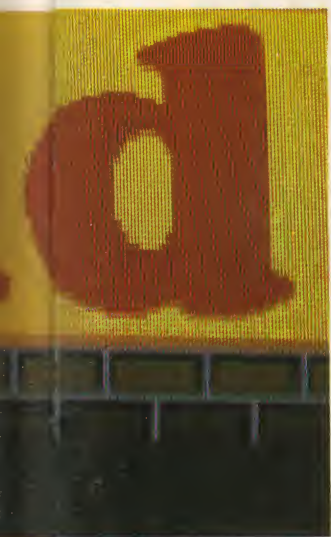
The graphics remain amazingly expressive and there are dozens of little 'extras' to keep your interest (try setting Garfield to work on the chair). I'm not entirely convinced by the gameplay, but it could be that I'm just particularly sensitive to what I would call "unfair". The sound effects are OK, but you may find the jaunty theme tune a little irritating after a while. Whatever – you must try and see it – if only for the graphics.

PRICE £24.99
RELEASE DATE Out Now
GRAPHICS 81%
SOUND 69%
PLAYABILITY 68%
VALUE 62%

OVERALL 74%

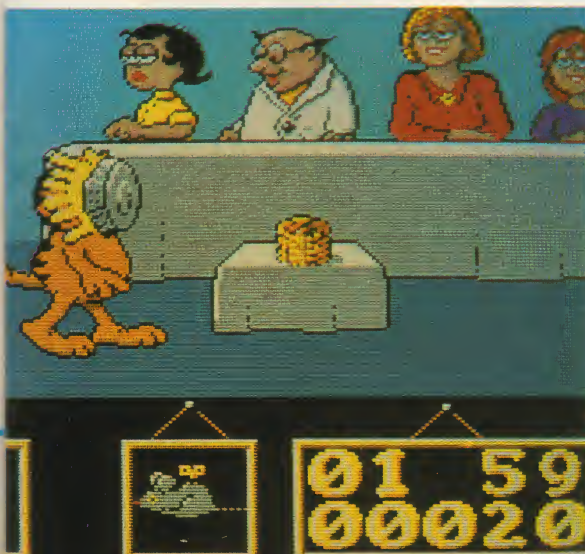


▲ If you were wise enough to pick up the golf ball from the shed you can have a quick game by trying to punt it into the hole to (perhaps) win a prize.



51

▲ **SLAT!** While chomping away at the pizza party Garfield gets a custard pie in the kisser (must be Monday) and subsequently falls back down into the sewers. Serves him right for being greedy!



▲ Garfield grins and Jon looks on as poor old Odie gets another kicking. Quick, phone the humane society.



In terms of both graphics and gameplay the Amiga and ST versions of Garfield are exactly the same. As in becoming increasingly common only the sound differs with the Amiga track making use of the machines better sound facilities.

PRICE £24.99
RELEASE DATE: Out Now
GRAPHICS 81%
SOUND 69%
PLAYABILITY 68%
VALUE 62%

OVERALL 74%

BARBARIAN II

THE DUNGEON OF DRAX



Spectrum Version



Amiga Version



C64 Version

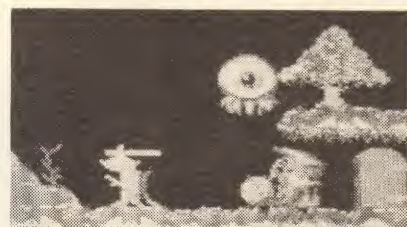
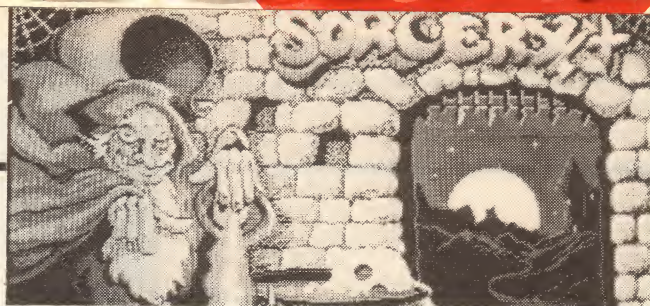


Check your local stockist for availability.
In case of difficulty, available by mail order
from: Palace Software, The Old Forge,
7 Caledonian Road, London N1 9DX.
Send cheque or postal order for £9.99

PALACE

(C64, Spectrum, Amstrad cassette), £12.99
(C64 disk), £14.99 (ST, Amstrad, Spectrum
disk), £19.99 (Amiga) plus 80p P&P Access
and Visa holders telephone 01-278 0751.
Subject to availability.

Sorcery Plus



Eye of newt and wing of bat... an ancient spell or the recipe for Wimpy's spicy beanburger? Virgin provided the game, Ciarán Brennan donated the fingers, and then as if by magic the review appeared.

Sorcery Plus takes place deep in the dark ages, in a time where the forces of evil have taken over and imprisoned all of the benevolent wizards. All that is except you, who for some reason have been left to roam the land and are now the last hope for the good wizards... and therefore the world.

The dark ages consisted of 75 static screens full of platforms, doors, clouds, walls, useful objects and of course the inevitable bad guys. The objective is to find your way around, working out the fastest and safest

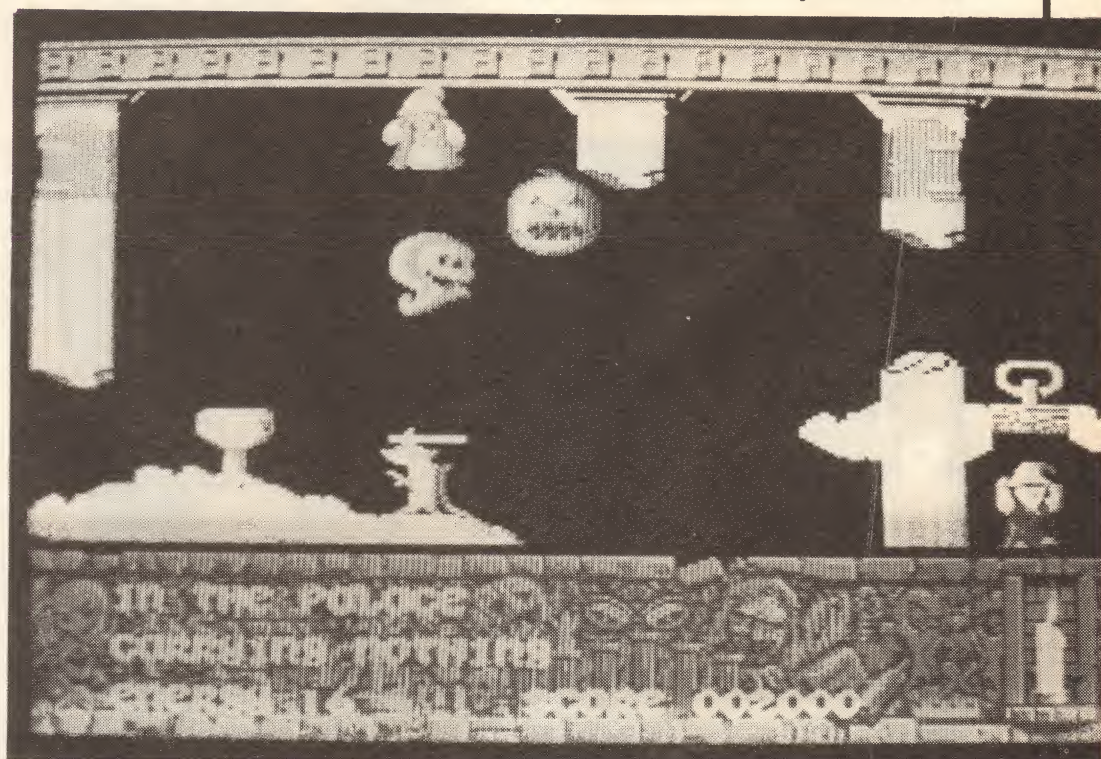
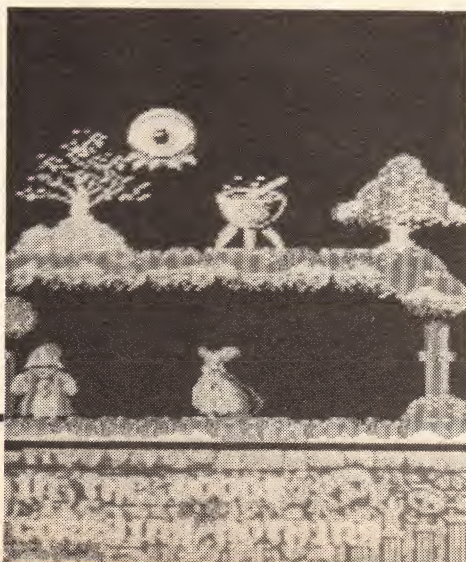
paths and freeing your fellow wizards who appear along the way.

The world is littered with all sorts of rubbish, some of which is useful, and some of which isn't. For example a

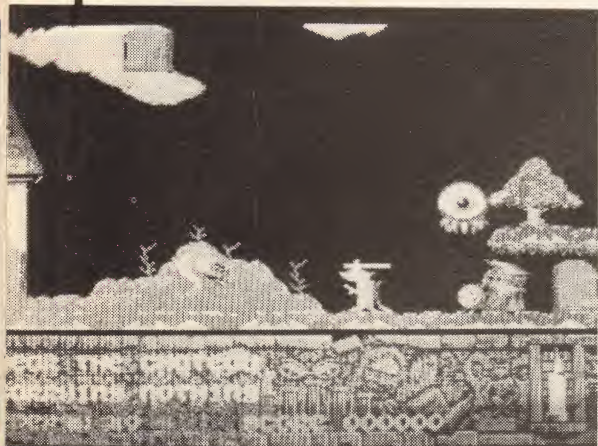
Sharp Axe disposes of the deadly Will 'O The Wisp, but it's totally ineffective against the Flying Eye (thank you Russ Kane). A process of trial and error deduces which object is useful in

53

▼ **P**ick up the bag of spells for protection, but how do you get up to the cauldron?

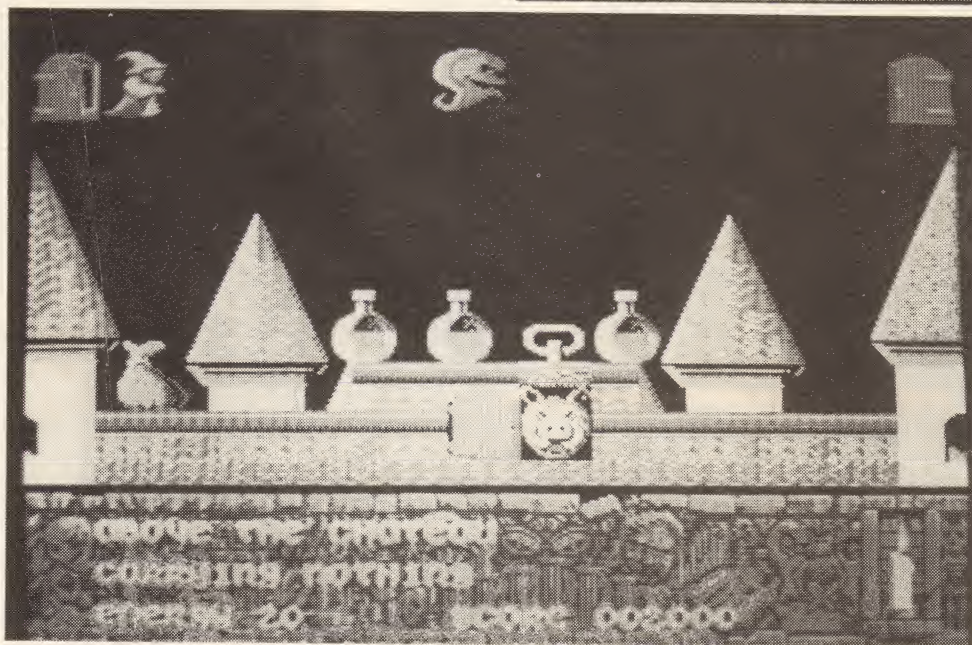


▲ **W**hoops, there's a pumpkin on my tail – and a gribbly green thing! Maybe that goblet will help.



every situation, but it doesn't take a Mensa candidate to work out that when the going gets tough a Strong Sword is going to be a sight more useful than a Little Lyre.

Before too long it becomes obvious that there's a pattern just waiting to be worked out. It's a real case of cause and effect here, as each new opened door leads to a fresh set of problems where it may be necessary to back-track for a couple of screens before finding the solution. A nice touch is that the game doesn't open on the same screen each time, which means you may be thrown right in at the deep end on a totally unfamiliar screen with a couple of bad buys breathing down your neck...



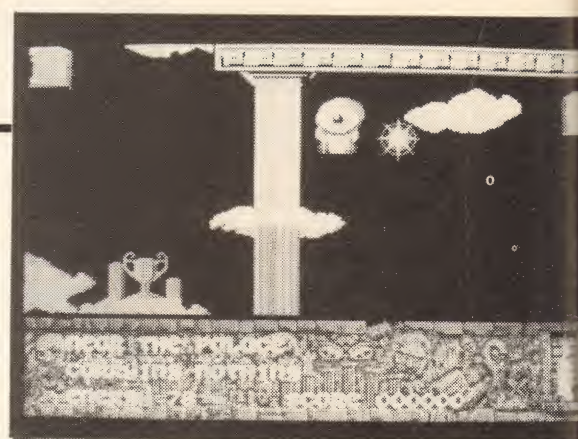
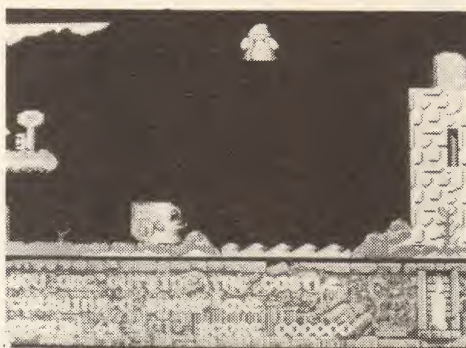
▲ The bag of spells and secret potions are easy enough to pick up, but the keystone will probably prove a little more difficult to remove.

A

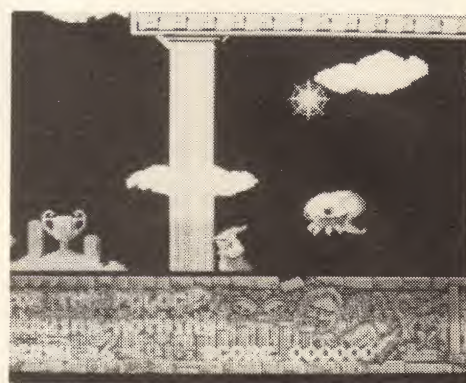
The Amiga version is slightly better in all respects, with the improved sound providing the greatest enhancement. A constantly howling wind, realistic thunder rolls and creepy creaking doors add an extra touch of atmosphere that's missing from the Atari's make-up. Elsewhere, tiny improvements to the graphics and speed of movement finish off the package. Otherwise the game remains a competent 8-bit 'search and collect' game promoted to two vastly superior machines.

PRICE: £19.99
RELEASE DATE: Out Now
GRAPHICS 52%
SOUND 56%
VALUE 64%
PLAYABILITY 52%

OVERALL 58%



▲ The shooting star is just out of reach, basically because you're being eaten alive by the Flying Eye.



▲ At last, freedom! But it's still going to be tough to safely reach the Shooting Star.

ST

It's magic! the ST has been transformed into an Amstrad CPC... there's witchcraft afoot. the graphics do look remarkably Amstradish, but at least they're clear and uncluttered. The characters move smoothly around the screen, and the backgrounds change without so much as a flicker. The beeps and squelches are far from spectacular, but they suit the game's quirky nature and never grate on the nerves. the drawbacks are more related to the manner of the game rather than its implementation – the idea dates back almost to the era in which it's set, so most people will have seen a couple of similar efforts in the past. Oh, and one more thing, the fact that there's only one life available can mean that a player's first few attempts are rather short-lived – but stick with it and you may find that perseverance reaps its own rewards.

PRICE: £19.95
RELEASE DATE: Out Now
GRAPHICS 44%
SOUND 41%
VALUE 60%
PLAYABILITY 49%

OVERALL 56%



Castle Computers

NOW TAKEN ACCESS & VISA

CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

ATARI ST SPECIAL OFFERS

Whirligig	12.95
Operation Wolf	12.95
Bomb Jack	12.95
Zynaps	13.95
Quadrailen	12.95
Night Raider	13.95
Dark Castle	9.95
Strike Force Harrier	7.95
D. Thompsons Olympic Challenge	13.50
Empire	16.95
Empire Strikes Back	12.95
Where Time Stood Still	12.95
Starglider II	14.95
Army Moves	12.95
Driller	14.95
Alien Syndrome	12.95
Space Harrier	13.95
Virus	13.95
Arkanoid 2	12.95
Pandora	12.95
Super Hang On	12.95
Mickey Mouse	13.95
Jet (Sublogic)	26.95
Fernandez Must Die	14.95

ADVANCED D.&D:	
Heroes of the Lance	17.95
Pools of Radiance	17.95

AMIGA SPECIAL OFFERS

Starglider II	14.95
Whirligig	12.95
Virus	12.95
Legend of the Sword	15.95
Fernandez Must Die	15.95
Mercenary Compendium	12.95
Stargoose	12.95

★	OUR CHOICE
★	STAR RAY RRP £24.95
★	OUR PRICE £14.95

Powerdrome	16.95
Skate or Die	15.95
Delux Photo Lab	44.95
Necromancer	16.95
Battle Chess	16.95
Army Moves	14.95
UMS	14.95
Interceptor	16.95
Rugby League	10.95
1943	17.95
Strike Force Harrier	9.95
Morteville Manor	15.95
Quadrailen	11.95
World Tour Golf	15.50
Black Lamp	12.50
Carrier Command	14.99
Pacmania	14.99
Fusion	16.99
Verminator	15.50
Overlander	15.50
Prisoner of War	19.99
Spidertronic	12.99
Action Service	12.99
Space Harrier II	16.99
Elite	15.99
Vectorball	9.99
Macadem Bumper	12.99
Hostages	16.50
Navcom 6	16.99

ATARI ST SPECIAL OFFERS

SINBAD, THRONE OF FALCONS SPECIAL PRICE £9.95

Superstar Ice Hockey	15.95
Stellar Crusade	25.95
Speedball	14.95
Bomboozal	12.95
Championship Cricket	9.95
Skychase	13.95
Barbarian II	12.95
Platoon	12.95
Outrun	13.95
ST Adventure Creator	26.95
Artificial Dreams	9.95
Sidewinder	6.95
Carrier Command	14.95
Dungeon Master	14.95
Gauntlet 2	13.95
Football Manager II	12.95
Legend of the Sword	15.95
Captain Blood	15.95
Bards Tale	15.95
Degas Elite	16.95
Powerdrome	15.95
Skate or Die	15.95
Ferrari Formula 1	15.95
Battle Chess	15.95
Necromancer	15.95
Beyond Zork	9.95
Tetris	7.95
Spitfire 40	8.95
Solomans Key	4.95
Crazy Cars	6.95
Motorbike Madness	9.99
Balance of Power	11.99
Federation of Free Traders	19.99
Elite	14.99

ST 5 STAR

BARBARIAN	WIZBALL
CRAZY CARS	RAMPAGE
ENDURO RACER	ALL 5 GAMES
£15.95	

AMIGA SPECIAL OFFERS

Weird Dreams	16.99
CD Music	10.50
North and South	15.99
Wizards Castle	13.99
Lombard Rally Simulator	14.95
Lords of the Rising Sun	21.99
International Karate	14.99
Robo Cop	16.99
Dragon Ninja	16.99
Wec Le Mans	16.99
Rambo III	16.99
Menace	12.99
Maniax	12.99
Netherworld	14.99
Nebulus	14.99
Drum Studio	12.99
Sherlock	9.95
SDI (Activision)	14.95
SDI (Cinemaware)	9.95

ATARI ST SPECIAL OFFERS

Wanderer	3.99
Sundog	7.95
Stockmarket	7.99
Leather Goddess	9.99
Hitch Hiker's Guide	9.99
Plundered Hearts	7.99
Stationfall	9.99
Lurking Horror	7.99
Ballyhoo	7.99
Hollywood Hijinks	7.99
Suspect	7.99
Infidel	7.99
Spellbreaker	7.99
Starcross	7.99
Seastalker	7.99
Nord and Bert	7.99
Music Studio	7.95
Nebulus	14.50
Chronoquest	18.95
Triad (compilation)	18.95
Little Computer People	6.95
Elf	6.95
Overlord	14.95
Mindfighter	11.95
Starfleet I	15.95
Hostages	14.95
Action Service	12.95
Skuldiggery	5.95
Spy versus Spy	5.95
Stargoose	12.95
STOS	19.95
Powerdrome	15.95
Pinball Factory	7.95
Super Cycle	5.95
Championship Wrestling	5.95
Gauntlet (1.8 tos only)	7.95
Hardball	7.95
Backlash	7.95
Trantor	7.95
F-15 Strike Eagle	11.95
Lombard Rally RAC	14.95

AMIGA SPECIAL OFFERS

Strange New World	5.95
Mindfighter	7.95
Tetris	6.95
Chronoquest	18.95
Powerplay	9.95
Fireblaster	3.95
Championship Cricket	10.50
Cogan's Run	5.95

ARCADE CLASSICS

BRANDS HATCH	
SWOOPER	BOUNCER
ALL 3 GAMES £5.95	

Peter Beardsley's Football	12.95
Nigel Mansell's Grand Prix	15.95
Pandora	12.95
Thundercats	15.95
Buggy Boy	15.95
Space Harrier	15.95
Fantavision	24.95
Getysburg	18.95
Garrison II	15.00
Xenon	12.50
Sidewinder	6.95
Beyond Zork	15.95

ATARI ST SPECIAL OFFERS

TO CLEAR

	RRP	OUR PRICE
Shanghai	24.95	5.95
Mindshadow	24.95	5.95
Hacker	24.95	5.95
Hacker II	24.95	5.95
Tau Ceti	19.95	3.95
Academy	19.95	3.95
Trauma	14.94	4.95
Borrowed Time	24.95	5.95
American Pool	19.95	6.95
Sky Rider	19.95	5.95
Space Pilot	14.95	4.95
Shuffleboard	14.95	4.95
Trash Heap	19.95	4.95
L'Affaire	24.95	5.95
SDI (Cinemaware)	29.99	9.95
Clever and Smart	19.99	5.95
Deja Vu	24.95	9.95
Winter Olympic	19.95	7.95

AMIGA SPECIAL OFFERS

TO CLEAR

	RRP	OUR PRICE
E.L.F.	19.95	7.95
Winter Olympiad	19.95	7.95
Seconds Out	19.95	7.95
Starways	19.95	5.95
Rocky	19.95	7.95
Division 1 (Football)	14.95	6.95
Hollywood Poker	14.95	6.95
Ball Raider	14.94	4.95
Diablo	14.95	3.95
Alien Strike	19.95	4.95
Quasimodo	14.95	3.95
Black Shadow	19.95	3.95
Hacker	24.95	6.95
Hacker II	24.95	6.95
Mindshadow	24.95	6.95
Othello	14.95	4.95
Bureaucracy	34.95	12.95
L.Goddess of P	24.95	12.95
Hollywood Hijinx	24.95	12.95
Witness	24.95	9.95
Suspect	24.95	9.95
Moonmist	24.95	9.95
Western Games	24.95	7.95
Hardball	24.95	7.95
Nord and Burt	24.95	12.95
Thunderbov	24.95	6.99
Plundered Hearts	24.95	12.95
Pac Boy	19.95	3.95
3 Stooges	29.95	17.95
Shooting Star		3.95
Nigel Mansell's G.P.		14.95
Daley T's Olympic Chall		14.95
Eliminator		14.95
Nebulus		14.95
Cybernoid		14.95
Cybernoid		14.95

Any game not released will be sent on the day of release.

These are mail order prices only.

CASTLE COMPUTERS
THE COMPETENT MAIL ORDER COMPANY

TIPS

STARGLIDER II

Rainbird

▷ Start the game and select F for fixed sights. Slow the ship down to a dead stop and then do the following...

(AMIGA) Press BACKSPACE to pause the game.

(ST) Press DELETE to pause the game.

Now type WERE ON A MISSION FROM GOD (including the spaces) and press '1' on the main keyboard. The shield and energy levels should drop to zero, which means the cheat has been activated. Now press K to get your hands on ALL the weapons, including the Neutron Bomb. If the weapons run out at any time, just press K again. Thank you Gordon Keenan of Glasgow.

BETTER DEAD THAN ALIEN

Electra

▷ Type ELV to activate the cheat mode and then hit the function keys for extra weapons. Here's a rundown of what each one does...

- F 1 Scatterbolts
- F 2 Multiple Fire
- F 3 Auto-Repeat Saturation Fire
- F 4 Armour Missile
- F 5 Stun
- F 6 Neutron Bomb
- F 7 Clone Ship
- F 8 Shield
- F 9 Skip Level
- F10 Extra power bars

It's all very well knowing which games are worthy of your undivided attention, but there comes a time when someone, somewhere needs to know more than just how well they play. "How do I get past...?" "What do I do when...?" These are typical pleas for help. Can your conscience take any more? If you happen to have stumbled across any useful cheat modes, clever tactics or original listings which could bring hand relief to frustrated games players, or you just happen to be Plain cocky and can provide general hints for any game available, why not play the Good Samaritan and share your knowledge? Send anything remotely worthwhile to TIPS, The One, Priority Court, 30-32 Farringdon Lane, LONDON EC1R 3AU. And just to make it worth your while there's software up for grabs for the sender of the best original tips we print each month.

ELIMINATOR

Hewson

▷ Here are most of the passcodes to John Phillips' superlative race 'n' blast game, courtesy of Ian Walpole of Cardiff.

STAGE	CODE
2	AMEOBA
3	BLOOP
4	CHEEKI
5	DOINOK
6	ENIGMA
8	GEEGEE
9	HANDEL
11	JAMMIN
13	LAPDOG
14	MIKADO

HELTER SKELTER

Audiogenic

▷ Here are the passwords for those elusive later levels, thanks to T Wilkinson of Hull...

LEVEL	PASSWORD
11	SPIN
21	FLIP
31	BALL
41	GOAL
51	LEFT
61	TWIN
71	PLAY

VIRUS

Firebird

▷ David Braben's classic has been causing much hair-pulling recently, and at last we can put an end to it all by printing the cheat mode. The man to thank is D Cork of Kent. While playing, hold down ENTER on the numeric keypad and hit P to pause the game. While still holding down ENTER, hit O to activate the cheat mode, indicated by the appearance of a red bar. Now you can press...

- F To restore your fuel level to maximum.
- L To add one life and one missile.
- O To activate the demo mode.
- C To turn on the weird special effects mode.
- N To resume normal play.

STARGOOSE

Logotron

▷ George Bradshaw of Wishaw in Scotland has been playing Stargoose on the ST and has discovered that if you hit all the function keys from F1 through to F10, unlimited protection is yours.

Speedball

57

GET READY

To start with, let's dispel a myth: no team is better than another. Each has one strength and one weakness, so play a few practice matches and decide which team suits your style of play. Sort out a second choice in case your favourite team is selected by

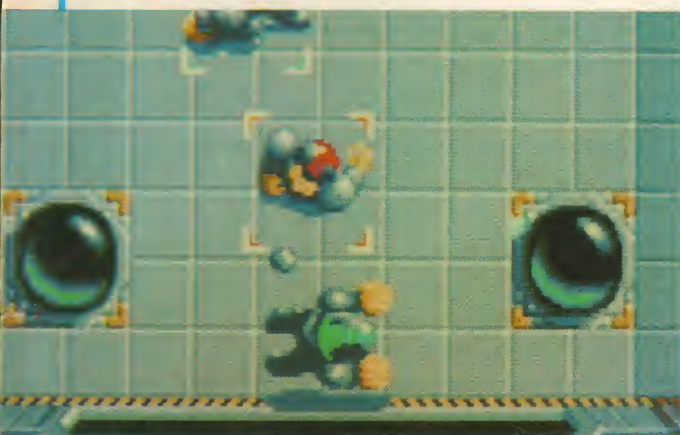
Ardent Speedballers Gary Whitta and Gary Penn conspire with the game's originators, The Bitmap Brothers, to bring you the definitive guide to the definitive sport simulation.

another player. In a two player game it's best to play green as for some unknown reason it seems easier to play up the pitch.

ATTACK OFF THE WALL SHOT

Before the ball is launched, move the joystick in the direction of the launcher and continually tap the fire button. This slides your player into the launcher the moment the ball is released and, de-





pending on the direction that the ball was launched, should result in immediate possession. Continue running diagonally until you run into the wall. Now stab the fire button to throw the ball at waist height. This ALWAYS results in an on-target shot (provided there are no domes in the way) and is extremely difficult for the 'keeper to react to. Proficient players have been clocked as scoring goals in under two seconds after launch time with this technique. It works best in one player mode as the computer opposition (especially the lower-ranked teams)

have no strategy for dealing with this kind of attack. Human opponents however, normally catch on after a few games and put a stop to it by sliding into the launcher and tackling, or using their defence to intercept the ball or opponent.

SEND THE 'KEEPER THE WRONG WAY

A handy technique to employ when it's one on one between you and the 'keeper and there's no time for a defender to arrive on the scene. Stand in front of the goalie in roughly the position

shown and dance about for a bit. He should get worried and sooner or later will dive instinctively, leaving you with a clear second or two to shoot into the now open goal. It's worth noting however, that this tactic rarely works against any of the computer teams.

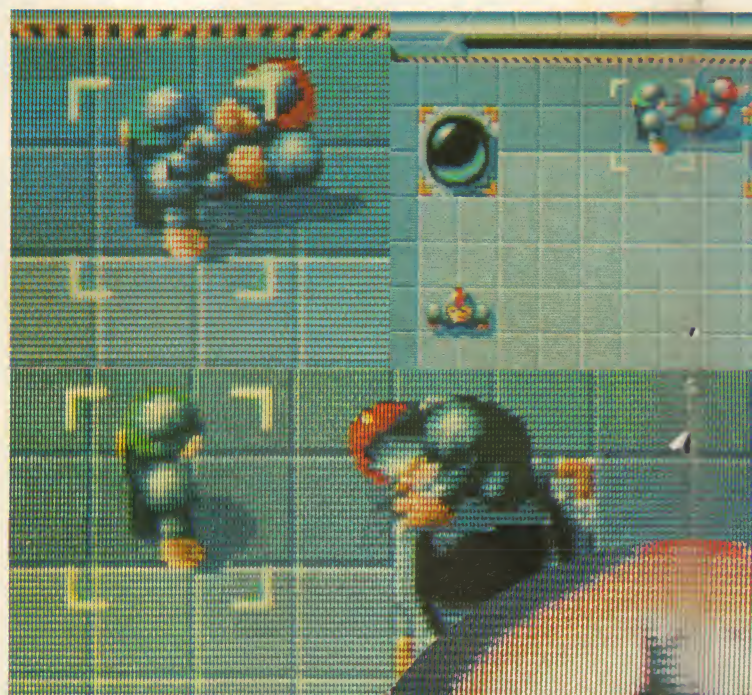
NOBBLE THE 'KEEPER

Why not? Launch a long shot and, as it flies towards the goalmouth, use one of your strikers to nobble the 'keeper and send him flying out of the goalmouth, leaving the ball to sail into the open goal.

IN GENERAL

► Diagonal shots are far more difficult to save, especially off the wall.

► An extremely satisfying way to score is to hit a high lob into the goal. It's not easy, but if you're feeling cocky the best place to try

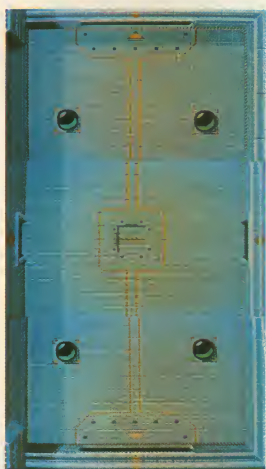


from is the area around the two warp doors in the centre of the pitch. But remember: only a healthy player can lob the ball roughly half the length of the pitch.

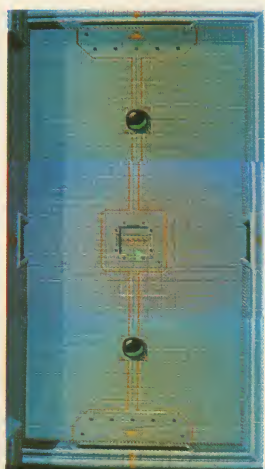
► Keep moving and pass as often as possible, chances are there will be some one to receive any blind passes. Remember: Speedball is a team sport.



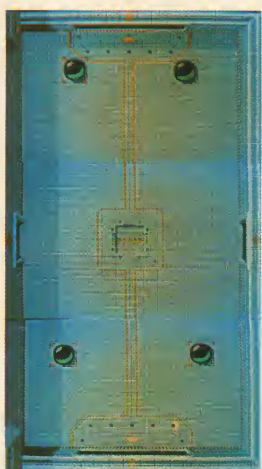
Pitch 1



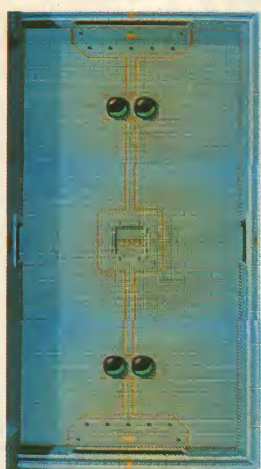
Pitch 2



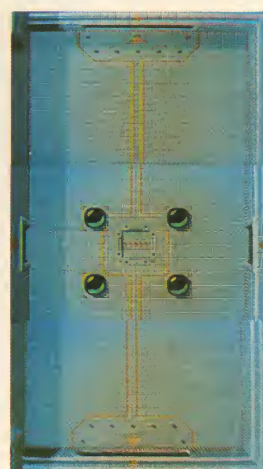
Pitch 3

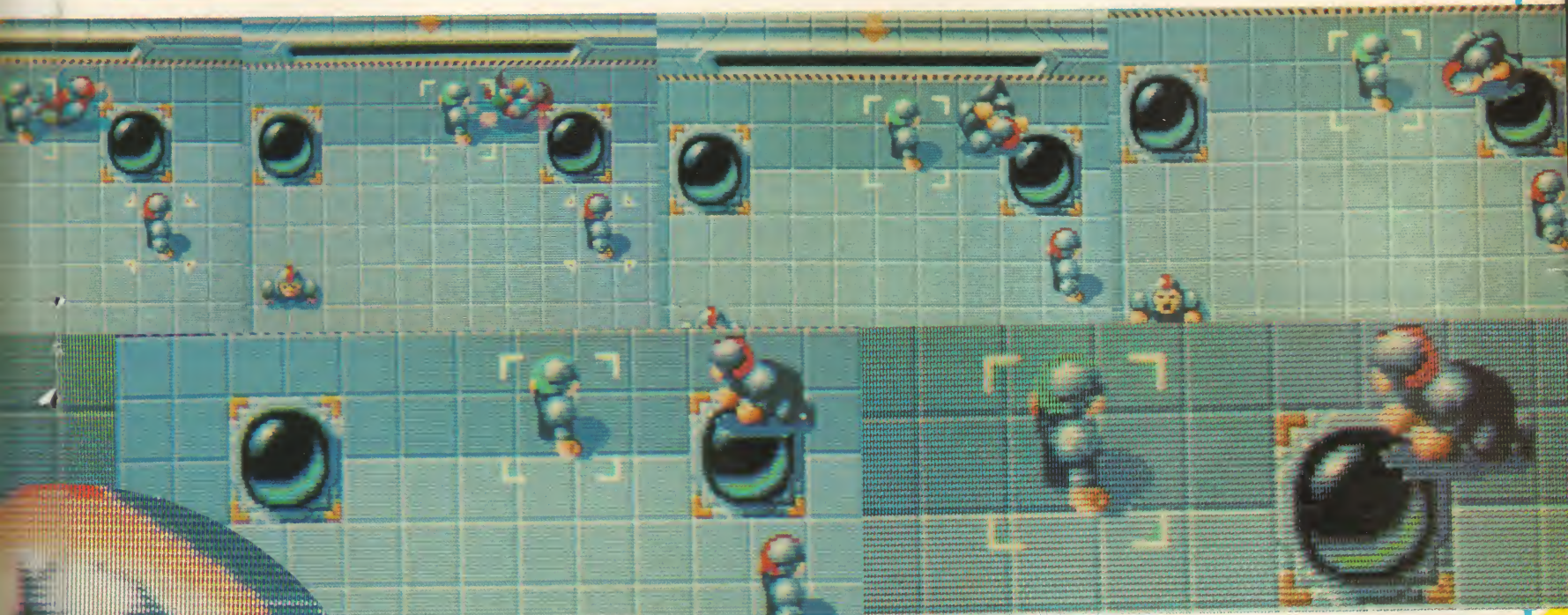


Pitch 4



Pitch 5





DEFENCE

IN GENERAL

Only dive as a last resort. It takes time to recover, and leaves the goal-mouth wide open.

If you have a player in defence, slide him into the ball to catch it and clear it. But be careful not to score an own goal.

When an opposing player is on the attack, move your

'keeper into the centre of the goal, rather than to one side, as this leaves less of the goal to cover.

SOME TRIVIA

► The pitch is approximately 48m long, 27m wide and 9m deep, with the goal-mouths around 1.3m high. A game lasts roughly three minutes, with extra time lasting one minute. The timer only ticks down when the

ball is in play.

► Stand right next to the goal and lob the ball into it. Now the ball will be thrown into the air at launch. A similar effect is achieved with the warps either side of the pitch.

STAMINA

► Lost when tackled, stamina refers to the maximum level of energy which is divided amongst the team members. Max

imum Stamina: 059.

POWER

► The greater your power, the more energy is removed from the opposition when tackling.

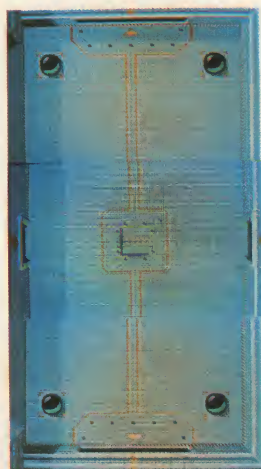
Maximum Power: 300.

SKILL

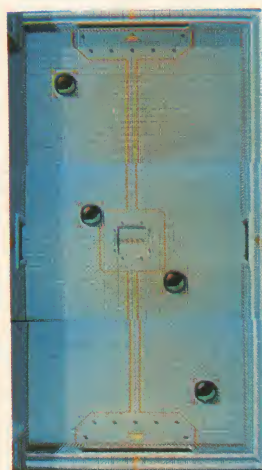
► The higher your skill rating, the better your tackling ability.

Maximum Skill: 256.

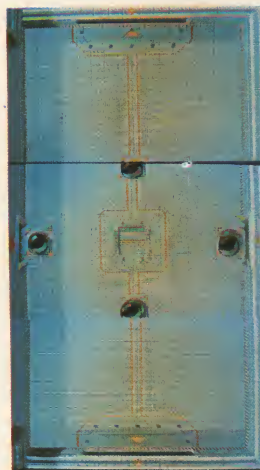
Pitch 6



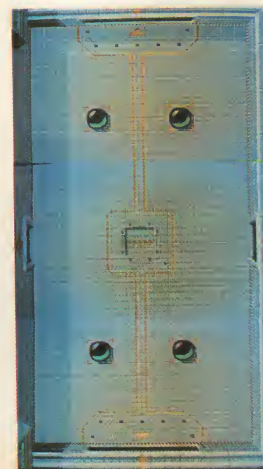
Pitch 7



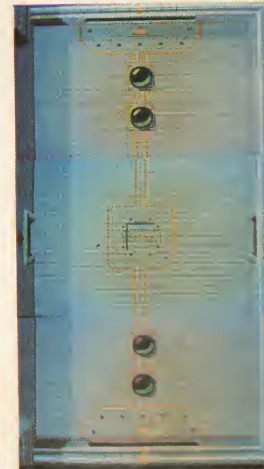
Pitch 8



Pitch 9



Pitch 10



COMPUTER OPPONENT TEAM STATISTICS



MIRA
CAPTAIN: XENON
HEIGHT: 1.84m
WEIGHT: 80kg
STAMINA: 026
POWER: 100
SKILL: 048



AURIGA
CAPTAIN: SIMION
HEIGHT: 2.23m
WEIGHT: 101kg
STAMINA: 028
POWER: 100
SKILL: 071



CASTOR
CAPTAIN: SOHO
HEIGHT: 1.72m
WEIGHT: 89kg
STAMINA: 030
POWER: 100
SKILL: 094



VOLANS
CAPTAIN: ARIECH
HEIGHT: 1.83m
WEIGHT: 72kg
STAMINA: 032
POWER: 100
SKILL: 117



DORADO
CAPTAIN: ROONEY
HEIGHT: 2.01m
WEIGHT: 81kg
STAMINA: 034
POWER: 100
SKILL: 140

LOOK AT THEM WHO CAN BLAME US?

The launch of Melbourne House's Xenon earlier this year marked the arrival of a new force in 16-bit software development. A talented trio of lads called The Bitmap Brothers. A sequel was expected but never appeared, quite simply because 'The Bros' didn't feel that the time was right. So how do you follow such a critically acclaimed product that's even had television exposure in Get Fresh?

While Xenon fever was at its greatest, the Bitmaps searched for inspiration. It came in the form of pinball machines, Tekhan's football simulation World Cup and a coin-op called Dodgeball. They decided they wanted to produce a soccer game mixed with American Football and a little shoot 'em up action – ultimately an aggressive football game. "We didn't want to do another vertically scrolling shoot 'em up, but we wanted to produce a simplistic arcade game which would be easy to pick up and play but



with an added level of strategy to sus-

tain interest."

The result is Speedball, arguably a landmark in computer gaming. Speedball's greatest attraction is its immediate playability, and it comes as no surprise to learn that it took over three months to get the playability and player intelligence right.

"There were originally five goals with doors which closed when you scored. The first to score was the winner, and in the event of a tie the goal launcher doors provided a fifth goal. We did have it so that the goalie could

come out of his area, but it became too confusing and it was too easy to leave the goal wide open.

"We almost had players dropping dead and being dragged off the pitch when energy levels ran out. We also had a 'shelf' for ball to roll around, a bit like Real Tennis, but it didn't really work either. Actually, there's a hidden level of Xenon which was never used. We thought it'd be a bit of a laugh to include it here ... Our next project? Who knows? We need to play some more pinball ..."



VELA
CAPTAIN: TYCHO
HEIGHT: 2.21m
WEIGHT: 112kg
STAMINA: 036
POWER: 200
SKILL: 163



TUCANA
CAPTAIN: BROD
HEIGHT: 1.74m
WEIGHT: 80kg
STAMINA: 038
POWER: 200
SKILL: 186



ANTLIA
CAPTAIN: ZEIT
HEIGHT: 1.84m
WEIGHT: 70kg
STAMINA: 040
POWER: 200
SKILL: 209



PAVO
CAPTAIN: RUBYCON
HEIGHT: 1.82m
WEIGHT: 88kg
STAMINA: 042
POWER: 200
SKILL: 232



PERSEUS
CAPTAIN: KEPLER
HEIGHT: 2.42m
WEIGHT: 132kg
STAMINA: 044
POWER: 200
SKILL: 254

ELITE

Firebird

Thanks to B Deny of Basil-don in Essex, the official Elite cheat mode can now be printed. When asked for the code word from the manual, type SARA. Now type in the correct word when prompted and begin play. Press the '*' key to access the hacker screen, where bytes and variables can be changed to suit.

CHANGE BYTE FOR

32 to 01	Cloaking Device
31 to 01	ECM Jammer
20 to 01	Escape Capsule
23 to 01	Energy Bomb
24 to 01	Energy Unit
26 to 01	Docking Computer
28 to 01	Galactic Hyperdrive
80 to 01	Document
84 to 01	Fugitive Rating
85 to 01	Offender Rating
	Mostly Harmless Rating
88 to 01	Poor - Elite Rating
88 to 01-08	ing
1F - 01	Fuel Scoop
34 - 03	Cargo Hold
7C - 01	Unhappy Refugees

Pressing ESCAPE gets you back to the game.

INTERNATIONAL KARATE +

System 3

The attract sequence hints at the fact that there are some other codes... so here are a few for you to type in while playing.

FREZ completely freezes the game, which is useful if you want to take screenshots.

PAC causes the little yellow ball character to gobble his way across the screen.

FISH makes a fish leap out of the water.

Type BIRD to see a bird fly across the screen.

PERI causes a periscope to peek out of the water.

Typing in one of two words bearing a similarity to FORK and CONT (especially when spoken in a Northern-sounding accent) results in an interesting message appearing on screen.

Finally, type in any of the following to see some messages from Archer to his chums...

ANBK	ANGL
EDHK	FOOK
GLZP	GPZP
SHAH	SIMR
STEW	SUNL
TOTO	

STARGLIDER

Rainbird

Slow down to minimum speed and select F for fixed gunsights. Pause the game and type JS ARG S followed by RETURN, then type JS ARG S and hit RETURN again. Now pressing M stops all the enemies in their tracks will P awards an extra missile. Points freaks will be glad to hear that N gives an extra 5,000 to your score.

OUT RUN

US Gold

Here's a much requested golden oldie... During play hold down the keys STARION (which 8-bit owners may remember was the title of a flaky Elite clone from Melbourne House) to activate the cheat mode. Now you can press:

- B for extended play.
- Q gives information about the game.
- T gives a ten second time bonus
- D saves the screen as a Degas picture
- S cycles through the various locations
- X crashes the program (?)

CARRIER COMMAND

Rainbird

Following last month's ST invulnerability cheat, David Nicol of Heworth in York has leapt to the rescue of those having trouble with the Amiga version. Pause the game with the mouse button and then type THE BEST IS YET TO BE (including spaces) followed by a press of the '+' key. Invincible Mantas are now at your disposal.

MENACE

Psygnosis

Start the game, type in XR3I TURBO NUTTER BASTARD (the programmer must be a Harry Enfield fan) and then hit keys 1-6 to select the level you want to play. Furthermore, pressing RETURN now bestows you with some much needed extra weaponry! David Nicol of York is once again the man to thank for that gemlette..

MICKY MOUSE

Gremlin

While playing, type in 61315688. A flickering line should appear in the border, indicating that the cheat mode is in operation. The following keys will now activate these handy features...

- F2 Opens the door to the next sub-game
- F3 Starts a fight between you and a witch
- F4 Refills your water pistol

TIPS

Beat This

Save HALF the price

"Beat This" prices are fully inclusive of membership and UK postage and packing.

Pack 1 ST or AMIGA Black Lamp 19.95 Captain Blood 24.95 Starglider 2 24.95 Star Wars 19.95 Special Reserve 4.00 Beat This Total 93.80 46.90	Pack 2 ST or AMIGA Chrono Quest 29.95 Jewels of Darkness 19.95 Mortville Manor 24.95 Special Reserve 4.00 Beat This Total 78.85 39.42	Pack 3 ST or AMIGA Dfndr of the Crown 29.99 Menace 19.95 Fed of Free Traders 29.95 Special Reserve 4.00 Beat This Total 83.89 41.94	Pack 4 ST or AMIGA Lancelot 19.95 Jewels of Darkness 19.95 Special Reserve 4.00 Beat This Total 43.90 21.95
Pack 5 ST or AMIGA Chrono Quest 29.95 Dfndr of the Crown 29.99 Special Reserve 4.00 Beat This Total 63.94 29.99	Pack 6 AMIGA Captain Blood 24.95 Golden Path 24.95 Special Reserve 4.00 Beat This Total 53.90 25.99	Pack 7 AMIGA Rocket Ranger 29.99 Dfndr of the Crown 29.99 Special Reserve 4.00 Beat This Total 63.98 28.99	Pack 8 AMIGA Black Lamp 19.95 Menace 19.95 Special Reserve 4.00 Beat This Total 43.90 21.95
Pack 9 AMIGA Starglider 2 24.95 Star Wars 19.95 Special Reserve 4.00 Beat This Total 48.90 24.45	Pack 10 AMIGA Sargon 3 Chess 24.95 Silicon Dreams 19.95 Special Reserve 4.00 Beat This Total 48.90 24.45	Pack 11 ATARI ST Starglider 2 24.95 Starglider 24.95 Special Reserve 4.00 Beat This Total 53.90 26.95	Pack 12 ATARI ST Dungeon Master 24.95 D.M. Solution Book 6.99 Special Reserve 4.00 Beat This Total 35.94 17.97
Pack 13 ATARI ST Fish! 24.95 Silicon Dreams 19.95 Special Reserve 4.00 Beat This Total 48.90 24.45	Pack 14 ATARI ST Sargon 3 Chess 24.95 The Sentinel 19.95 Special Reserve 4.00 Beat This Total 48.90 24.45	Pack 15 ATARI ST Trivial Pursuit 19.95 New Trivial Pursuit 19.95 Special Reserve 4.00 Beat This Total 43.90 21.95	Pack 16 ATARI ST Hostages 24.95 Dfndr of the Crown 29.99 Special Reserve 4.00 Beat This Total 58.94 25.97
Pack 17 IBM PC Infocom Solid Gold 24.99 Hollywood Hijinx 29.99 Special Reserve 4.00 Beat This Total 58.98 27.44	Pack 18 IBM PC Sargon 3 Chess 24.95 Trivial Pursuit 24.95 Special Reserve 4.00 Beat This Total 53.90 26.95	Pack 19 IBM PC Universal Mil Sim 24.95 Tracker 24.95 Special Reserve 4.00 Beat This Total 53.90 26.95	Pack 20 IBM PC Elite 24.95 Starglider 24.95 Special Reserve 4.00 Beat This Total 53.90 26.95

All packs include membership to Special Reserve, that's our amazing club, it normally costs £4.00 to join. Membership includes 3 issues of our Buyers Guide (written by experts), a folder and membership card, and of course our catalogue of over 600 products, most at half price plus post and packing. That's right, we even sell the latest and the best games *individually* at half price plus a standard charge of £1.50 postage and packing (£2.00 if you phone your order in). We're miles cheaper than elsewhere, so cheap that we can't advertise our individual prices. If you don't believe us (many don't) please phone or send a stamped addressed envelope for details.

Special Reserve

Dept BONE, P.O. Box 847, Harlow, CM21 9PH 0279 600204

Send in your order or phone us. There are no extra charges to add to our "Beat This" prices. Existing members please deduct £4.00 from the prices shown. Please make Cheques or Postal Orders payable to Special Reserve, or pay by Access, Visa or American Express. Please write clearly your name, address, post code, type of computer and pack number required. Special Reserve is a trading name of Inter-Mediate Limited, registered in England number 2054713. Orders from EEC countries accepted, please add £3.00 surcharge and make payment by credit card. All offers subject to availability, all games chosen for quality, all products individually boxed and new.

Crystal



Just when Gary Whitta thought it was safe to go back to his Amiga, along comes new software house

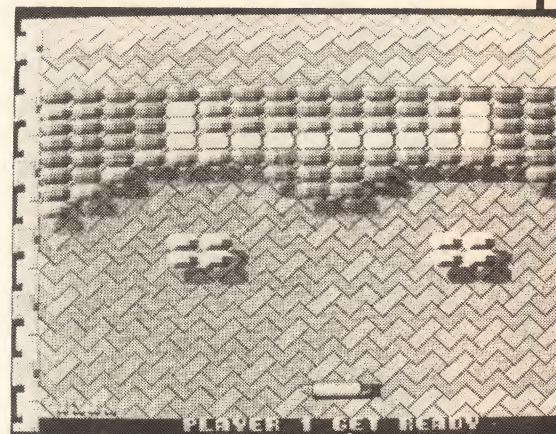
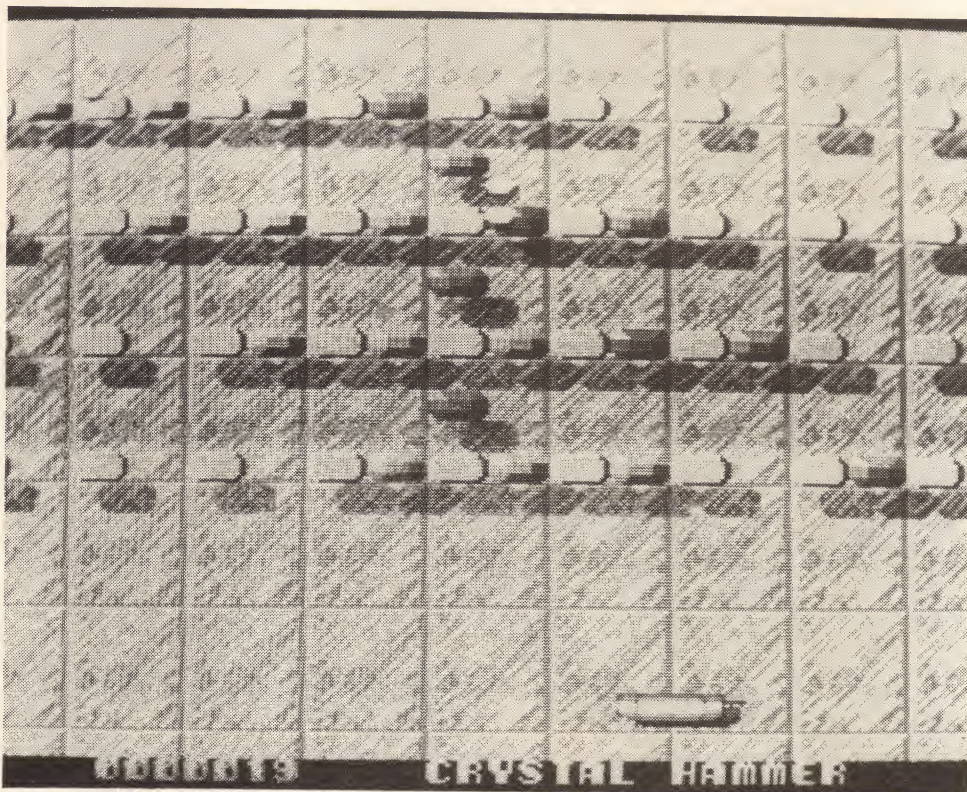
Axxiom with their contribution to the seemingly endless line of Arkanoid clones.

Crack, Impact, Giganoid, Revenge Of Doh and Super Breakout are just five notable members of that overweight genre, the Arkanoid clone. The reason why so many of these games have been released over

the last year or so seems to be because programmers find them extremely easy to write. It also gives graphic designers an opportunity to show off their creations on the mural-like backdrops invariably found in games of this ilk. Arguably, this type of game is

proving less and less entertaining, with little innovation or variation from game to game.

Crystal Hammer is yet another case of bats and bricks and balls. This time though, the bat is a space capsule, the ball is a magical orb and the bricks are coloured crystals. There are 30 screens in total, each consisting of an array of floating crystals, various aliens and of course the ubiquitous habitat-style

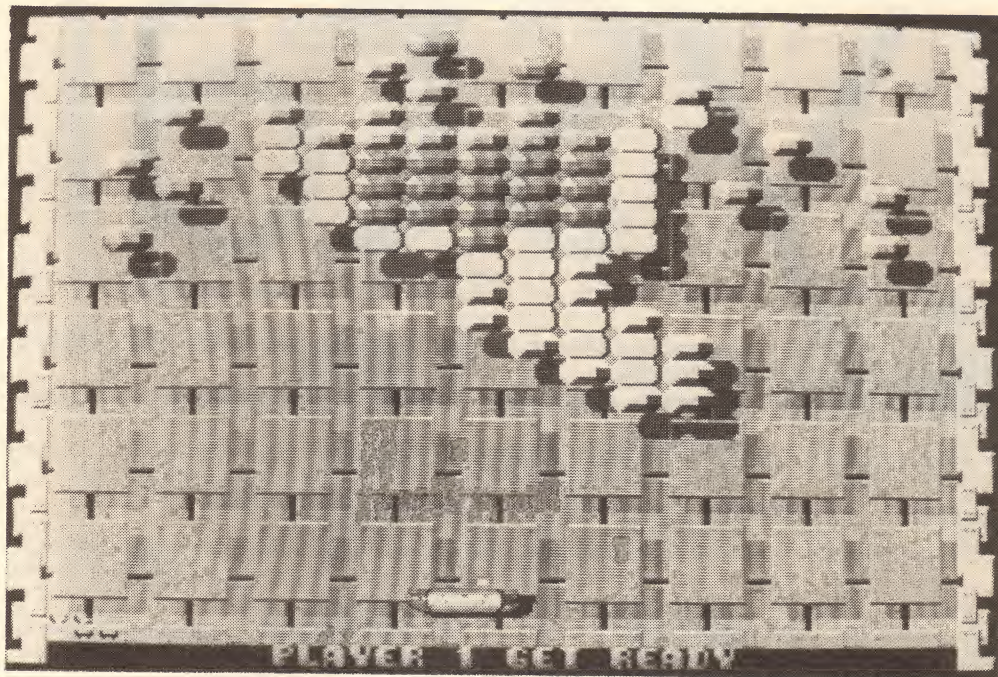


▲ **L**evel One is a good introduction, as every type of power icon appears before the screen is cleared.

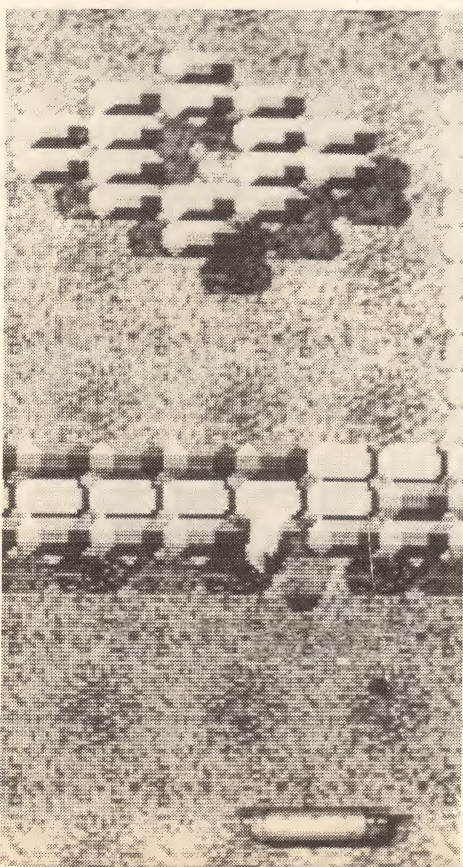
◀ **F**urther into the proceedings, things get a little more difficult – for example every second block on this level is unbreakable.

Hammer

REVIEW



Jackson Pollock mural of a backdrop. Completing the screen is achieved by knocking out all the crystals with the ball, and as usual different colours of crystals indicate different things. Some take more than one hit to destroy while others are simply invincible. Occasionally crystals flash and fall when hit, bestowing special powers on the bat when caught. Some crystals stretch the size of the bat and slow down the ball, while others have more exotic effects such as splitting the ball in three, endowing the bat with a laser weapon and awarding extra lives.



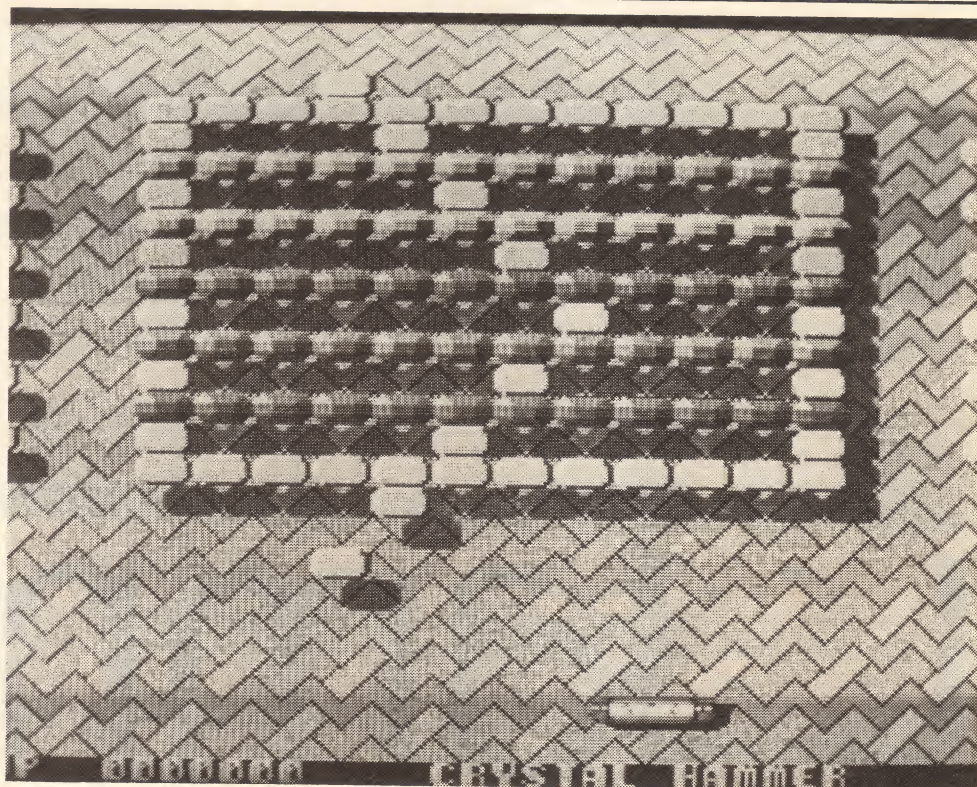
ST

A conversion is due to see the light of day early next year at the latest. It's coming from the German authors of the original, reLine, although it's unlikely to top Imagine's original conversion of Arkanoid which was released at the same price almost two years ago.

A

There's no doubt that Crystal Hammer is an uninspired product. It doesn't exactly offer anything new, and doesn't even stand out from the crowd as far as Arkanoid games are concerned. The spinning crystals are pleasant enough, but the backdrops are not particularly special and the sound effects are far from memorable. The whole thing is slow-paced when compared to Discovery's conversion of Arkanoid, and despite the generally addictive nature of this type of game, the urge to play for any great length of time isn't overwhelming. If you still don't have an Arkanoid game in your collection, either go for Discovery's original (which has now been updated and features 66 levels) or the cheaper but just as impressive Giganoid which features meaty sound and sampled speech among other things.

PRICE	£14.99
RELEASE DATE	Out Now
GRAPHICS	40%
SOUND	44%
PLAYABILITY	60%
VALUE	54%
OVERALL	56%
OVERALL	41%

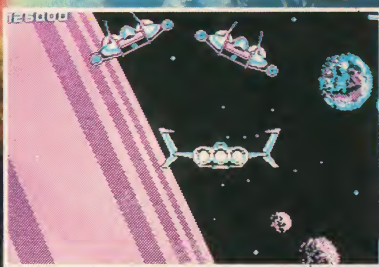


GALACTIC

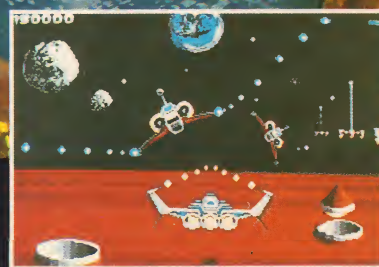
CONQUEROR



ATARI ST VERSION



IBM PS, PC, XT, AT AND
COMPATIBLES VERSION



AMIGA VERSION

THE GAME WHICH COMBINES THE FAST ACTION OF A COIN-OP MACHINE AND THE SOPHISTICATED STRATEGY OF A COMPUTER !!
ARE YOUR REACTIONS FAST ? ARE YOU STRATEGICALLY GIFTED ? THIS GAME REQUIRES SUPERIOR SKILLS IN ALL AREAS !



TITUS

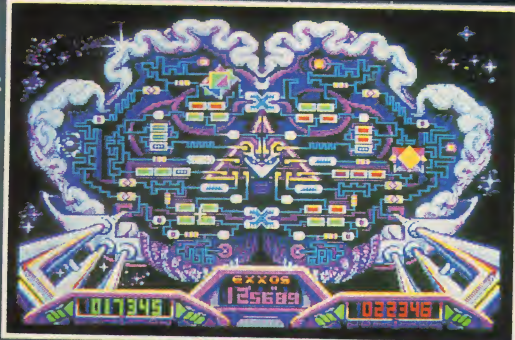
UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS156DJ PHONE : (0268) 541 126

© 1988 TITUS GALACTIC CONQUEROR, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS L.T.D.

PURPLE



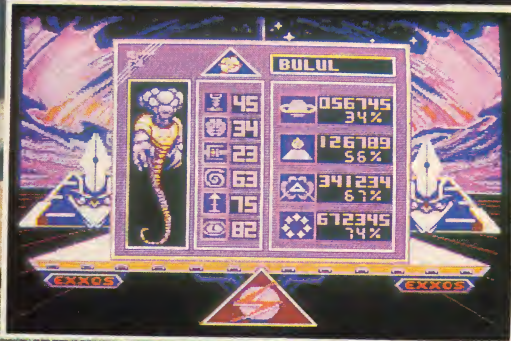
RING PURSUIT: a 3D race across the rings of Saturn: BREATH-TAKING



BRAIN-BOWLER: a ball of energy, bouncing eternally off the brain walls: HAIR-RAISING...



TIME-JUMP: a colossal leap through time itself: MIND-BLOWING...

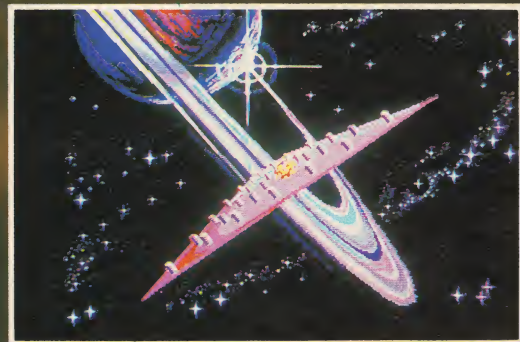


Weird aliens. Not at all like us, my friend...

"THE DAY THEY COME TO CONQUER YOU, MY FRIEND!"
FOUR TESTS, FOUR ARCADE GAMES IN STUNNING 3D

ATARI ST · AMIGA
PC · AMSTRAD CPC
COMMODORE 64

SATURN DAY



TRONIC-SLIDER: a frantic search for energy in an orbital arena...



Seated at the controls of the Tronic-Slider, capable of 90-degree turns: DIZZYING...



And always remember, my friend: EXXOS IS GOOD FOR YOU!



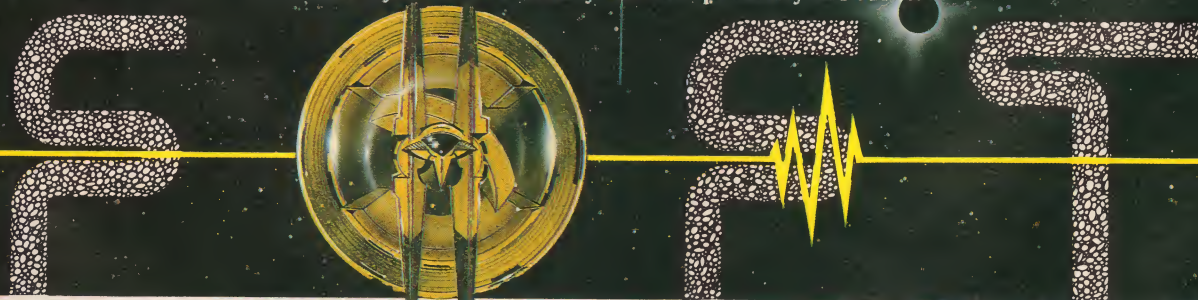
EXXOS
ATA ATA HOGLO HULU....

Infogrames, Mitre House, Abbey Road, Enfield,
Middlesex, EN1 2RQ

Your quest is interstellar wealth and to hell with glory



The universe stretches before you. 8 million worlds await your exploitation. Unimaginable wealth is your destiny if you can master the art of interstellar navigation, harness the intricacies of the photon drive and repel the deadly space pirates. Forget the medals, forget the honours, forget the glory. As a member of the Federation of Free Traders you live for money and will probably die for it.



FEDERATION OF FREE TRADERS



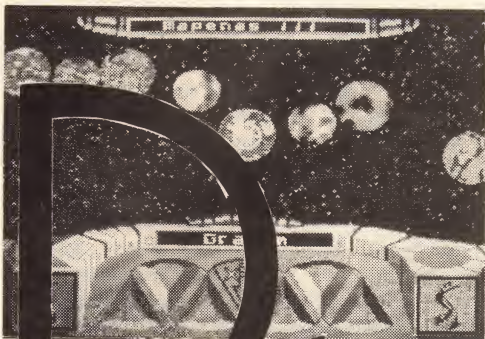
ATARI ST/AMIGA
£29.99



Screen shots from Atari ST version.

ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLARWIND LIMITED

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: 0742 753423



Trivial Pursuit:

A New Beginning

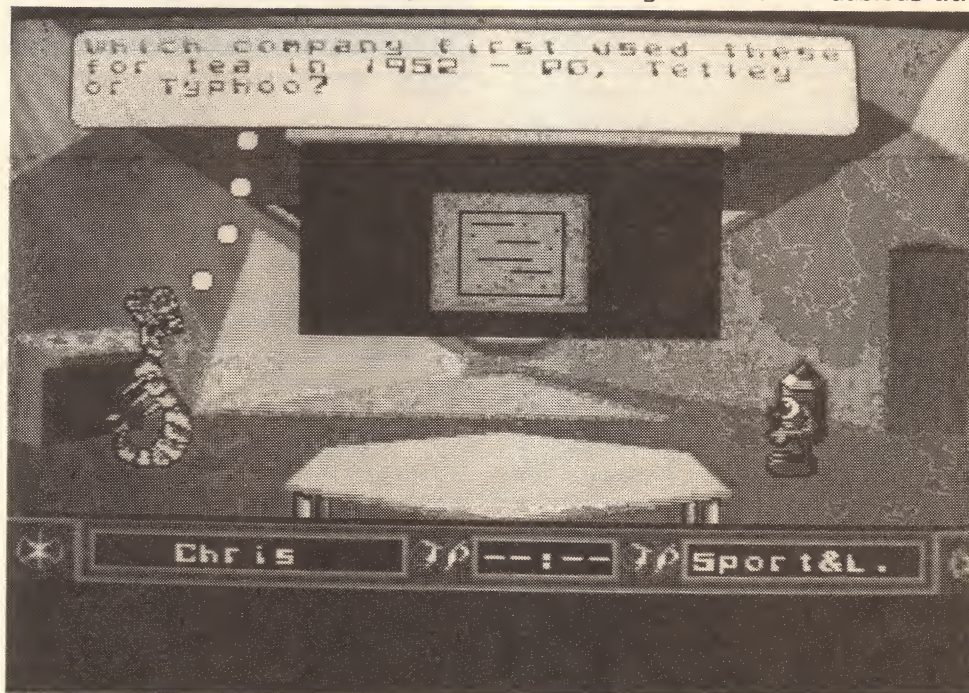


**Horn
Abbot's
best-
selling**

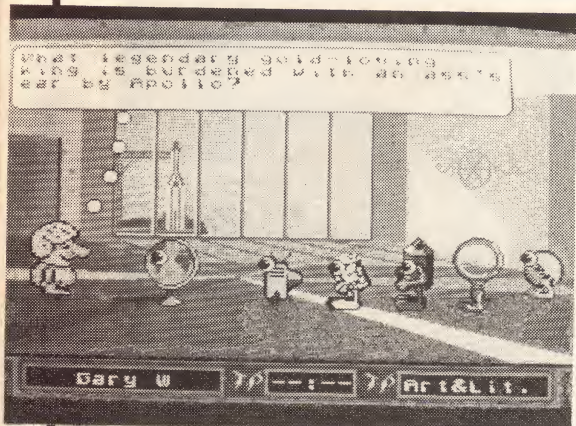
board game has been given a new lease of life thanks to Domark's latest release. Or has it? Gary Whitta takes a look at the odd mix of adventure and knowledge and finds that the two don't mix at all well...

Everybody loves Trivial Pursuit, right! The board game is one of the biggest selling of all time, and Domark's computer game did immensely well across all manner of formats. Now, two years

after the appearance of the original binary interpretation (and all its subsequent add-ons such as Genus II, the Young Players Edition and Baby Boomer question packs), the second official Trivial Pursuit game has arrived. It's got this rather dubious title



REVIEW



Yes, it's everybody's favourite quizmaster with the poorly fitting wig, Bob Monk...er, TP. Answer the question correctly or get to the back of the queue and wait your turn.

because Domark completely scrapped the idea of a board and plastic pieces and started all over again to create an original approach to trivial time-passing.

An outlandish scenario has been provided to accompany this new incarnation. The year is 2045 AD, and the Earth is a dying planet. A group of freinds have decided to make a run for it before the planet snuffs it, and have built a space rocket which could take them to the lush planet Genus II. Corny enough for you so far? Here's the good bit. The inhabitants of Genus II are all trivia fanatics and only allow immigrants to live there if they can prove that they too are trivia buffs.

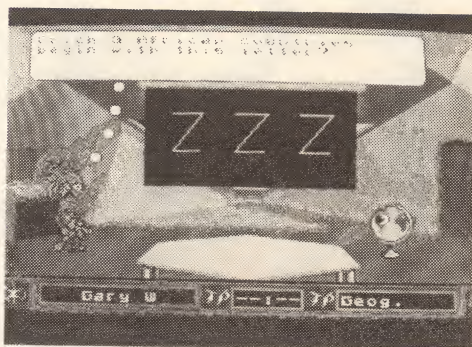
Play begins after the more traditional process of determining the number and names of players, time limits for questions and so on. Each human player is represented by a surreal object, such as a bouncing globe, a shuffling magnifying glass or a crayon(!). The game begins in a departure lounge, with space rockets waiting outside. Players shuffle in one by one to be greeted by the flight controller, none other than everybody's favourite quizmaster, TP, the diminutive master of ceremonies who appeared in the original game. Before each player is allowed to depart, he must correctly answer a question – a wrong answer sends him straight back to the end of the queue.

Take off presents a view of space from the ship's cockpit. There are six galaxies to explore, each with its own planetary system. Any planet can be

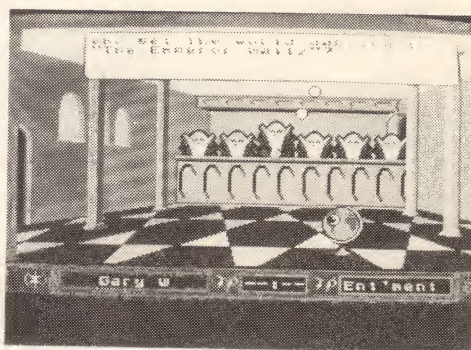
ST

ST owners can expect to see a version very similar (almost the same in fact) to the Amiga version reviewed opposite. The questions will be the same, with the only differences likely to be minor aesthetic ones. As such the ST version shares the same faults as its Amiga stablemate.

RELEASE DATE Out Now
PRICE £19.95



A pictorial question. Zaire, Zambia and... what's the other one?



The Elders Of Genus II begin their grilling session. Oh, in case you didn't know, the answer is Strauss.

selected, and doing so beams the player (*Star Trek* style) down onto the selected planet. On each there is an alien quizmaster with a question which must be answered correctly to ensure that the players don't lose their turn. If the question is answered correctly, the planet is cleared from the galaxy map and the player can move onto another one. The idea is to find six objects (much like six wedges in the original), one in each galaxy, so the play can fly to Genus II.

When all six pieces have been collected, the player flies to Genus II where the committee of six elders interviews him in a plush courtroom. Any of the six elders can be selected,

A

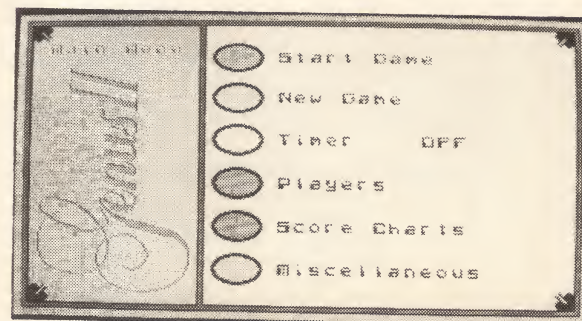
The original computer version of Trivial Pursuit was great, but this sequel falls way short of the mark. Scrapping the board and attempting to come up with a completely fresh approach was a good idea – but the new space adventure scenario certainly isn't. Any strategy that was present in the original board game isn't apparent in this new incarnation, and as such the game is little more than a long string of trivia questions. The set pieces such as beaming down to different planets soon prove repetitive and boring, and the picture and sound questions are feeble, consisting of monotone renditions of classical music and simplistic line drawings. Trivial Pursuit: A New Beginning is only worth considering if you have plenty of friends or relations to play it with (and even then the relatively small bank of questions soon runs out).

PRICE: £19.95
RELEASE DATE: Out Now
GRAPHICS 31%
SOUND 28%
VALUE 22%
PLAYABILITY 42%

OVERALL 39%

and each has a question on a different subject. One of these questions is known as the Ace Question, and if this is answered, the player is allowed entry to Genus II and the game is won. However, no indication or clue is given as to who has this question, and so the player takes pot luck. Answering a question correctly forces one of the elders to leave the room, thereby shortening the odds of finding the Ace Question.

At least Trivial Pursuit is user friendly. Players can enter and leave the game at any time and new questions can be loaded in once one set has been exhausted (which doesn't take very long!).



SOFTSELLERS

12 SANDPIPER CLOSE, LONGRIDGE PARK, COLCHESTER, ESSEX C04 3GE

36a Osborne St
Colchester,
Essex.
(0206) 560638



We will match any price advertised by another company provided the advertisement is in a current issue and not a special offer. Please state magazine and company concerned



5a Dogs Head St
Ipswich,
Suffolk.
(0206) 869668

PLACE YOUR ORDER NOW ON (0206) 869668 (0206) 863193

AFTERBURNER

ATARI ST

ARMY MOVES	12.99
ALIEN SYNDROME	12.99
ACTION SERVICE	12.99
ACE II	12.99
BARBARIAN II	12.99
COMBAT SCHOOL	12.99
DALEY THOMPSONS	12.99
DRAGON NINJA	12.99
DOUBLE DRAGON	12.99
ELIMINATOR	12.99
FOOTBALL MANAGER II	12.99
GAME OVER II	12.99
GUERRILLA WAR	12.99
GRYZOR	12.99
GHOSTS & GOBLINS	12.99
INTERNATIONAL KARATE+	12.99
L.E.D. STORM	12.99
LEATHERNECKS	12.99
LANCELOT	12.99
MACH 3	12.99
19 BOOT CAMP	12.99
NIGHT RAIDER	12.99
OPERATION WOLF	12.99
OVERLANDER	12.99
PAPERBOY	12.99
QUADRALIEN	12.99
ROADBLASTERS	12.99
RAMBO III	12.99
SPACE HARRIER	12.99
SKYCHASE	12.99
STAR RAY	12.99
S.D.I.	12.99
SUPER HANG-ON	12.99
TIGER ROAD	12.99
THUNDERBLADE	12.99
TIME AND MAJIC	12.99
VICTORY ROAD	12.99
VIRUS	12.99
WHERE TIME STOOD STILL	12.99
WHIRLIGIG	12.99
AFTERBURNER	15.00
B.A.T.	15.99
BUTCHER HILL	15.99
BATTLECHESS	15.99
CAPTAIN BLOOD	15.99
CARRIER COMMAND	15.99
CORRUPTION	15.99
DRILLER	15.99
DUNGEON MASTER	15.99
ELITE	15.99
FISH	15.99
FERNANDEZ MUST DIE	15.99
HEROES OF THE LANCE	15.99
HOSTAGES	15.99
IRON LORD	15.99
LEGEND OF THE SWORD	15.99
MENACE	15.99
NIGEL MANSELL	15.99
POWERDROME	15.99
POOLS OF RADIANCE	15.99
PROJECT STEALTH FIGHTER	15.99
R-TYPE	15.99
SHADOWGATE	15.95
ST FIVE STAR	15.99
STAR GLIDER II	15.99
SKATE OR DIE	15.99
TECHNO COP	15.99
CHRONO QUEST	19.99
FEDERATION OF FREE TRADERS	19.99
ROCKET RANGER	19.99
TRIAD	19.99

HARDWARE

ATARI 520STFM WITH 1 MEG DRIVE	269.95
ATARI 520 SUPER PACK	
INC 21 GAMES +	
BUSINESS ORGANISER	
DATABASE/SPREADSHEET	
WORDPROCESSOR/DIARY	349.95
ATARI 1040STFM NOW WITH	
MODULATOR	449.95
ATARI SMM804	
DOT MATRIX PRINTER	179.95
ATARI SC1224 MED RES	
COLOUR MONITOR	299.95
CUMANA 1 MEG DRIVE ST	99.95
AMIGA 500WITH FREE	
MODULATOR, TUTORIAL	
EXTRAS DISC AND	
PHOTON PAINT	369.95
AMIGA 500+ 1084	
COLOUR MONITOR	599.95
AMIGA 500 BUSINESS	
PACK INLCUDING 1084	
COLOUR MONITOR,	
CITIZEN 120 DOT	
PRINTER	
THE 'WORKS' SOFTWARE	
DATABASE, SPREADSHEET	
WORDPROCESSOR	
+ PC EMULATOR	669.95 + VAT
1084 COLOUR MONITOR	249.95
CITIZEN 120D DOT	
MATRIX PRINTER	199.95
CUMANA 1 MEG DRIVE AMIGA	99.95
AMIGA MEMORY EXPANSION	
TO 1 MEG + CLOCK CARD	119.95
Please include £5.00 postage and packing on all hardware items in the UK. Overseas add £10.00.	
10 3 1/2 INCH BLANK	
DISCS	9.95
JOYSTICK EXTENDORS	
ATARI ST	4.95
4 PLAYER ADAPTORS	
ATARI ST	4.95
4 PLAYER ADAPTORS	
AMIGA 500	4.95

AMIGA

BARBARIAN II	12.99
DOUBLE DRAGON	12.99
EXELON	12.99
ELIMINATOR	12.99
4 X 4	12.99
FOOTBALL MANAGER II	12.99
GAME OVER II	12.99
LANCELOT	12.99
L.E.D. STORM	12.99
LEATHERNECKS	12.99
OUTRUN	12.99
SENTINEL	12.99
SKYCHASE	12.99
TIME AND MAGIK	12.99
TIGER ROAD	12.99
VIRUS	12.99
WHIRLIGIG	12.99
AFTERBURNER	15.99
AMIGA GOLD HITS	15.99
ARMY MOVES	15.99
BARDS TALE I OR II	15.99
BIRDIE (LEADERBOARD)	15.99
B.A.T.	15.99
BUTCHER HILL	15.99
BATTLECHESS	15.99
COMBAT SCHOOL	15.99
CARRIER COMMAND	15.99
CORRUPTION	15.99
DALEY THOMPSONS	15.99
DRAGON NINJA	15.99
DRILLER	15.99
DUNGEON MASTER	15.99
ELIMINATOR	15.99
ELITE	15.99
FISH	15.99
FERNANDEZ MUST DIE	15.99
FUSION	15.99
GUERRILLA WARS	15.99
GHOSTS AND GOBLINS	15.99
GRYZOR	15.99
HOSTAGES	15.99
HEROES OF THE LANCE	15.99
INTERCEPTOR	15.99
IRON LORD	15.99
LEGEND OF THE SWORD	15.99
MENACE	15.99
NIGEL MANSELL GRAND PRIX	15.99
OVERLANDER	15.99
OPERATION WOLF	15.99
POOL OF RADIANCE	15.99
POWERDROME	15.99
PAPERBOY	15.99
PLATOON	15.99
QUADRALIEN	15.99
R-TYPE	15.99
RAMBO III	15.99
ROADBLASTERS	15.99
SHADOWGATE	15.99
SPACE HARRIER	15.99
SKATE OR DIE	15.99
STARRAY	15.99
STAR GLIDER II	15.99
TECHNO COP	15.99
THUNDERBLADE	15.95
UMS	15.99
VICTORY ROAD	15.99
WHERE TIME STOOD STILL	15.99
FEDERATION OF FREE TRADERS	19.99
ROCKET RANGER	19.99
CHRONO QUEST	19.99
TRIAD	19.99

OPERATION WOLF

THUNDERBLADE

TITLE	Comp	Price
Total Cost		£:

Name: _____
Address: _____

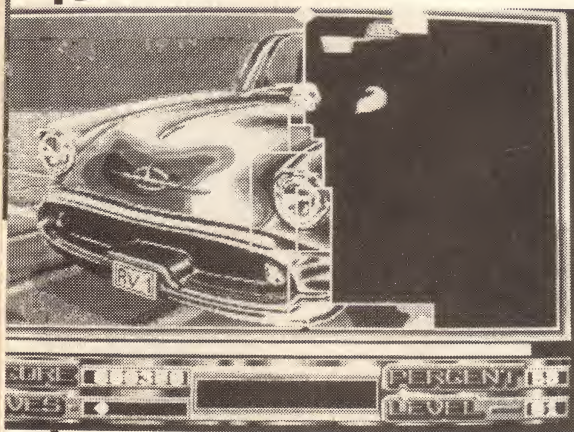
Tel No: _____

FAST
SERVICE

ONEDEC

Cheques & Postal Orders payable to SOFTSELLERS. Post & Packing Free in UK Overseas £1.50 per item. Shop prices may vary. Please bring this advert in to claim approx 10% discount.

Powerstyx



Who remembers the Atari coin-op Qix? Newcomer Axxiom does, and has released a 16-bit pictorial tribute to this ageing arcade classic. Gary Whitta goes exploring.

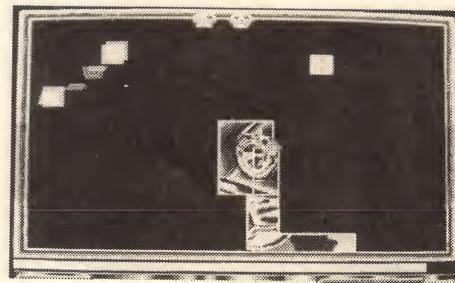
reveal part of the artwork hiding behind it. In turn the outline of that new shape becomes part of the border, so extra shapes can be joined onto it to increase the filled area. When at least 75% of the picture is filled, the entire picture is revealed and the next level accessed.

To make things harder, a menagerie of alien nasties patrols each screen. These come in two specific types, those that live inside the screen, and those that patrol the border. If the orb inadvertently collides with a marauding nasty, a life is lost. The same thing happens if the snake-like alien within the picture itself hits the orb's pathline while it is drawing.

The player is, however able to fight back in a number of ways. Firstly he can box in his border-patrolling enemies by drawing around them. The orb can also box in various 'friendly' icons that appear from time to time to gain points, extra powers or time extensions.

ST

ST owning Qix fans will be pleased to hear that Powerstyx is currently under conversion. It's being written by the authors of the original Amiga version and should be ready for release in February next year.

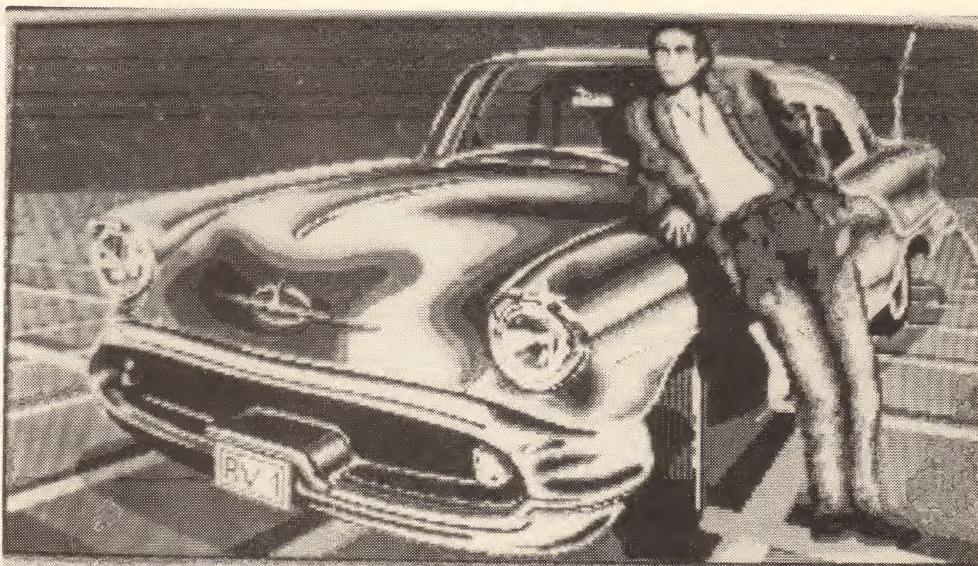


A

Although Powerstyx is little more than a throwback to the early days of gaming tarted up by some pretty static graphics and digitised sound, it still manages to be enjoyable to play. The incentive to complete each screen is enhanced by hi-res artwork and a thumping good heavy rock guitar soundtrack (that is unfortunately short) plays away in the background to add to the enjoyment. Recommending it, however is difficult. The Amiga aficionado who likes to see his computer put to work, producing mind-blowing 3D animation and startling sound (eg: Starglider II) won't be impressed by Powerstyx, but arcade addicts who recognise and appreciate a classic game concept when they see one shouldn't let this pass them by.

PRICE: £14.99
RELEASE DATE: Out Now
GRAPHICS: 39%
SOUND: 30%
VALUE: 51%
PLAYABILITY: 56%

OVERALL 52%





UP UNTIL NOW, FINDING A SERIOUS SOFTWARE STORE HAS BEEN A JOKE.

Software Circus, as our name suggests, sells nothing but software. And lots of it.

In fact, we've got the latest releases and around 1,000 titles in stock for ATARI-ST, AMIGA and IBM compatible computers.

They cover entertainment, business, programming, music and sound, graphics, education, CAD...you name it.

And prices start from £9.95 to £200 and over.

What's more, our staff know what they're talking about and will give you a

demonstration of the software in our store.

We even give you the peace of mind of free after-sales hotline support.

In short, you'll find that Software Circus are not a bunch of clowns.

To demonstrate our seriousness, we're offering a 5% discount on everything* when you bring in this advertisement.

To show that we've also got a sense of humour, come in wearing a red nose and we'll give you 10%.

Now that's not to be laughed at, is it?



SOFTWARE CIRCUS
THE · SERIOUS · SOFTWARE · PEOPLE

THE PLAZA ON OXFORD STREET, LONDON W1. TEL: 01-436 2811
(Between Oxford Circus and Tottenham Court Road)
OPEN 10AM - 8PM MON-FRI, 10AM - 7PM ON SATURDAY

* Excl. magazines. Offer ends 31/1/89

GOLDEN NAMES – GOLDEN GAMES

AMIGA

LEADER BOARD™
 Graphics 9
 Playability 9
 Your Commodore



BIONIC COMMANDO™
 Sound 9
 Playability 8
 Commodore User



JINKS™
 Graphics ... 10
 Sound 10
 Playability . 10
 C. & V.G.



ROLLING THUNDER™
 Graphics .. 89%
 Sound 80%
 Playability . 95%
 CCI



A WEALTH OF ENTERTAINMENT IN ONE SPARKLING COLLECTION


U.S. Gold Ltd., Units 2/3 Holford Way, Holford,

£24.99

Birmingham B6 7AX. Tel: 021 356 3388.



Phantom



Recently-formed Irish development house Emerald Software is the force behind Martech's progressive shoot 'em up. Ageing English games-player Gary Penn is the man with his finger

on the fire button.

Shoot 'em ups in which you improve your firepower as you progress have been knocking around the arcades for years, but only recently has the genre of the progressive shoot 'em up become used frequently, seemingly prompted by the appearance and subsequent licensing of R-Type.

Konami's Nemesis and its sequel, Salamander, were arguably the first games of their type, with the latter employing two types of scrolling action – primarily horizontal but with a vertical scrolling element thrown in for good measure.

The five levels of Emerald's debut product, Phantom Fighter, are presented in a similar fashion: the first, third and fifth levels scroll horizontally from right to left, while levels two and four move in the vertical Terra Cresta mould.

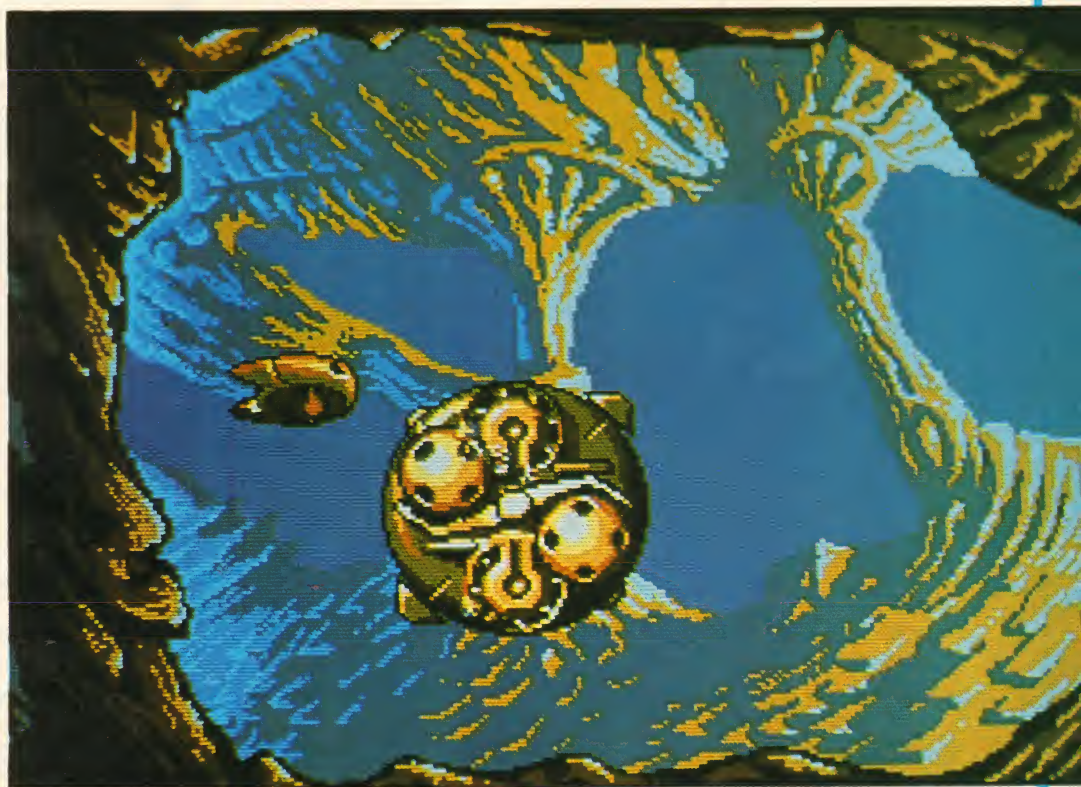
Bomb-spitting aliens attack in a variety of patterns, more often than not in an infuriatingly addictive and unpredictable manner. Some enemy craft are bigger than others, and some require more than one hit to destroy them. And in the best tradition of scrolling shoot 'em ups, there's a large alien to dispose of at the end of each level.

On the extra weapons front there's plenty to keep itchy fingers happy, with tokens appearing when certain groups of aliens are eradicated. Like Capcom's Side Arms or Psyclipse's Menace, the type of feature conveyed depends on the letter shown on the token – this letter changes as the



Fighter

▼ The missile-spewing alien found at the conclusion of the cavernous confines of the first level.



token is shot.

The array of weaponry includes a faster fire rate, more powerful shots, a spray of bullets, side lasers and homing missiles which spin around the ship, shooting off and homing in on alien lifeforms with a press of the fire button.

▼ **T**he dinosaur graveyard of the vertically scrolling Level Two.



▲ **L**evel Three, complete with grasping animated tendrils protruding from holey mounds, and this strange creature at the end.

EMERALD JEWELS

Based in Waterford, and part funded by the Irish government, Emerald Software is currently working on the ST, Amiga and PC conversions of two coin-ops: The Deep for US Gold and Irem's Vigilante. A third title, Grandslam's Running Man completes the list of work in progress. Formed in March of this year by David Martin and John Barry, directors of Brighton-based Software Communications, the company set out to take advantage of the fact that most Irish programmers have to leave the country to find work. Martin and Barry felt that by forming an Irish-based company, they would be able to keep a strong creative force together – and with a little help from the Irish Government's Industrial Development Authority they were proved right. The negotiations with the IDA took a year to complete, as the body had been through a bad experience with Atari some years back and didn't want a repetition of those problems. The team consists of 23 people: five graphic artists, 17 programmers (four PC, four ST and Amiga and the rest 8-bit – but who want to move up another eight bits) and one administrator. The sonics are handled by some of the more musically minded programmers. Interestingly, the Amiga is used as the 'lead' machine, with product being first developed on that machine and later transferred to the PC and ST.

▼ **T**his unpleasant lava-spewing creature resides at the end of Level Four, complete with superbly animated lava flowing around detailed rock.



ST

Martech's original blurb included the now infamous 'sorry ST owners, but your machine couldn't handle the graphics' statement. This was because the Amiga programmer felt that an ST version wouldn't do the game justice. On the other hand, the PC programmer is itching to give it a go, so a conversion may still be on the cards. We'll keep you posted.

PC

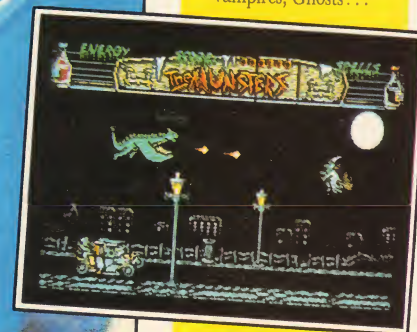
Emerald is currently beavering away on CGA and EGA versions in time for a release date early next year. Unusually, a TGA version (Tandy Graphics Adaptor) is also under development – presumably with one eye on the American market, as the Tandy format is practically unknown on these shores.

A The key to any shoot 'em up is the 'feel' – and Phantom Fighter feels terrific. The ship responds quickly and realistically, the alien attack waves move in increasingly cunning formations and the extra weapons are perfectly suited to the tasks that they need to perform. For example, homing missiles work effectively against some of the initial ships, but they become a liability when used against the end of level monstrosities. The backgrounds are either stylised or bland, depending on your taste, and the music and sound effects complement the action. The only major flaw is the length of the levels. When the action is this engrossing it's a bit disappointing to find that you've reached the end of a level so quickly. Still, what there is is entertaining. A commendable debut from Emerald.

PRICE £24.99
RELEASE DATE Early December
GRAPHICS 85%
SOUND 84%
PLAYABILITY 86%
VALUE 71%

OVERALL 80%

From the depths of the
darkside, 1313
Mockingbird Ave has
been invaded by
Ghouls, Zombies,
Vampires, Ghosts...



Makes your blood run
cold doesn't it?
Because the munsters
are such nice guys Old
Nick has decided to
teach them a lesson in
"ghoulology" and bring
them back to the
underworld.
To this end they have



kidnapped
Marilyn - the swines!
Herman, Eddie,
Grandpa and Lily need
your help to rescue her
but, can you handle it?
The Munsters The
Game, based on the
television series.
This is a multi role
all action arcade



game, with
superb graphics and
gameplay ENJOY IT
NOW!

ORDER FORM

Please fill in your name
& address details along

with the game format you require.

NAME

ADDRESS

FORMAT



BASED ON
ORIGINAL
TV SERIES



horribly good
software

GAMES YOU'LL PLAY

It's time for Munsters. The first exciting release from AGAIN AGAIN. This haunting game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), C64 (£9.99), AMSTRAD (£9.99), MSX (£9.99), AMSTRAD DISC (£14.99), and C64 DISC (£14.99).

You can order direct by sending the order form along with a cheque or postal order made payable to:
TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.

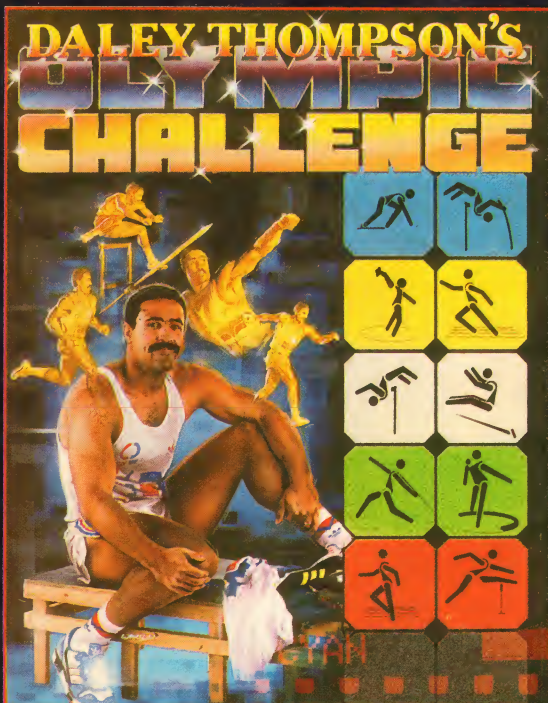
Alternative Software, Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN

Tel: (0977) 795544 Telex: 557994 RR DIST G Fax: (0977) 790243

AMIGA

£24.95

FUEL FOR ENT

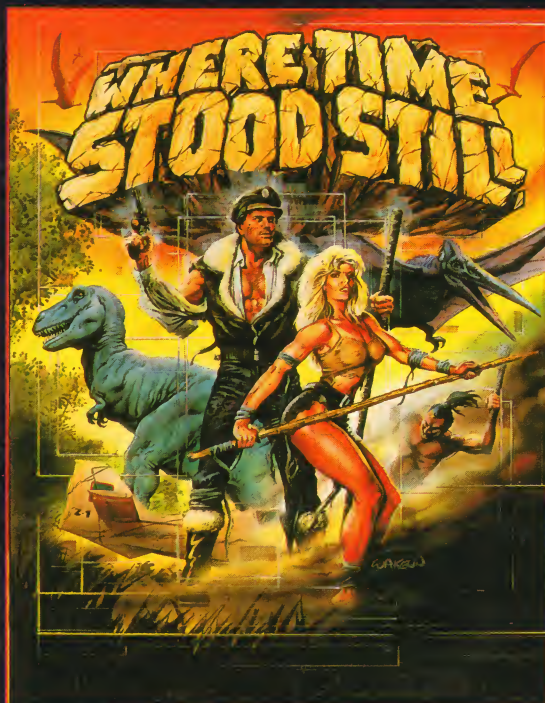


Ten Olympic events include Long Jump, Shotput, High Jump, 100m Sprint, 400m, 110m Hurdles, Discus, Pole Vault, Javelin and 1500m. You will need all your skills to build on what you hope was, an impressive workout, and, as is necessary for all top flight athletes, your judgement to select the most effective equipment for each event is now vital – a decision which can win or lose you a place on the podium. This isn't just another sports simulation, this is a Daley Thompson 'event' where all his talent and humour burst through to make a thrilling and entertaining game play for all the family. Go for the Olympic Challenge!



FROM

ocean

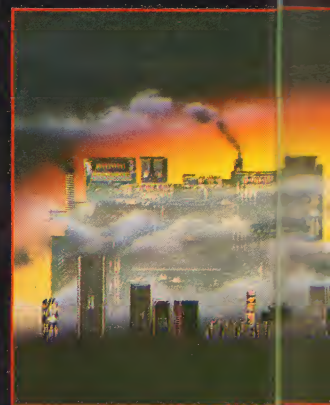


Your plane has ditched on a mountainous plateau somewhere in deepest Tibet. You and your companions are alive. A large shape moves toward you, you rub your eyes in disbelief; a Dinosaur! – where are you ... and when? Stunning, monochromatic 3D graphics and 4 way scrolling, give that '50's cinema mood as you learn not only to survive, but also that your companions are not all they first seemed!

© 1988 Ocean Software

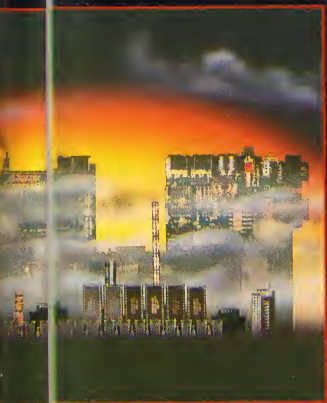
FROM

ocean



From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim ... Guerrilla War is the means!

16 BIT STATE

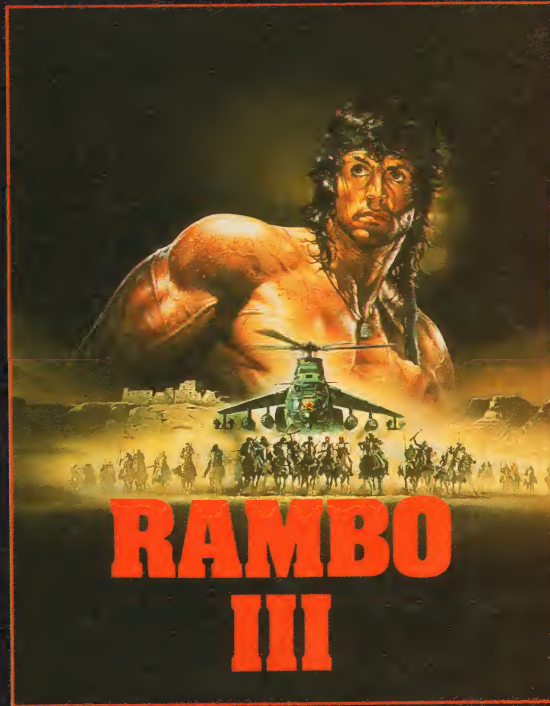
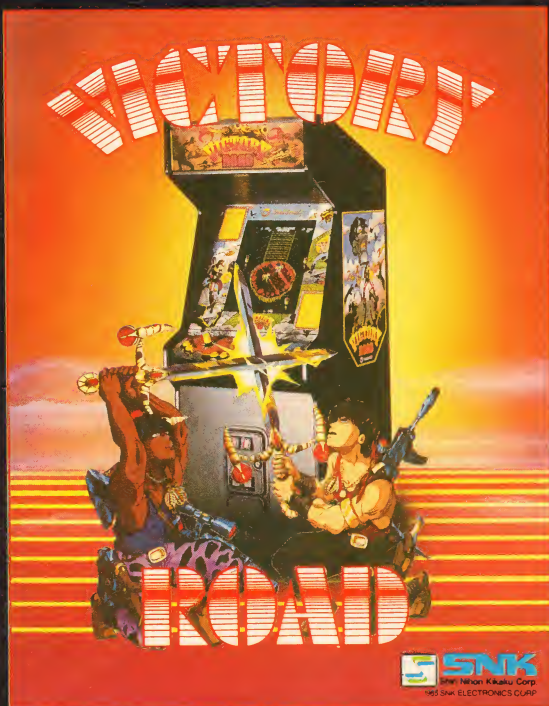


ATARI

ST

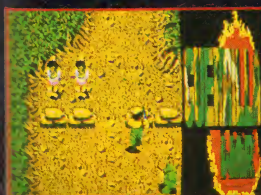
£19.95

ENTERTAINMENT



ble,
h hit
ne

u
gles
of a
e grip
or.
aim
is



This is where the fun really begins. You will meet vampires, two and three headed monsters – the head will fly at you on its own, just when you think you are gaining the upper hand. Trapped doors and elevators transport you – sometimes to your surprise – inside ancient buildings and under lakes and oceans. Build up the firepower necessary to fight off your aggressors. Action and excitement all the way with this macabre and unusual game; which has that elusive extra something to keep you coming back for more.

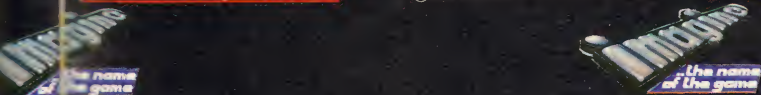
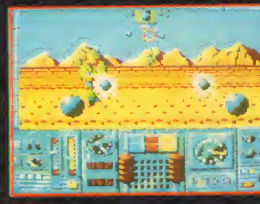
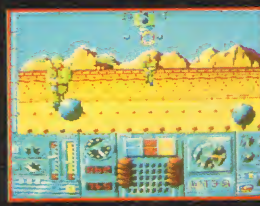
© 1985 SNK ELECTRONICS CORP.



He's back and this time he's taking no prisoners. Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax!

RAMBO IS BACK!

Rambo III T.M. & © 1988 CARLOCO PICTURES INC. All Rights Reserved.



OF THE ART

Telephone 061 832 6633 · Telex 669977 OCEANS G

DATELSOFT

THE NAME
YOU CAN TRUST

ATARI/ST - UNBEATABLE PRICES

NEW RELEASES

Afterburner	16.99
Airborne Ranger	16.99
Barbarian II (Palace)	13.95
Blazing Barrels	16.95
Black Tiger	13.99
California Games	16.99
Cybernoid II	13.99
Daley Thompson's Olympic Chlge	13.95
Double Dragon	16.99
Dragon Ninja	13.99
Driller	16.99
Eliminator	13.99
Exolon	13.99
Federation of Free Traders	21.99
Fernandez Must Die	16.95
F16 Falcon	16.99
F19 Stealth Fighter	16.99
Ghosts & Goblins	13.99
Guerrilla Wars	13.99
Heroes of the Lance	21.99
Hostages	13.95
International Karate +	13.95
Jet (Sublogic)	27.50
Last Ninja II	16.99
Mercenary Compendium	17.99
Operation Wolf	13.99
Pac Mania	13.99
Paper Boy	16.99
Pool of Radiance	21.99
Powerdrome	21.99
Quartet of Gold (4 games)	16.99
Rambo III	16.95
Return of the Jedi	13.99
Robocop	13.99

S.D.I.	13.99
Slaygon	16.99
Speedball	19.99
Thunderblade	16.99
Tiger Road	16.95
Tracksuit Manager	16.99
Triad Volume 1	21.99
Verminator	16.95
Victory Road	16.95
1943	16.50

BEST SELLERS

Advanced Art Studio	17.45
Alien Syndrome	13.99
Barbarian	10.45
Bionic Commandos	16.99
Bubble Bobble	13.99
Bugby Boy	13.99
Captain Blood	17.45
Carrier Command	17.45
Chessmaster 2000	21.99
Cybernoid	16.99
Degas Elite	21.99
Dungeon Master	16.95
Elite	16.95
Empire Strikes Back	13.99
Five Star Compilation	16.99
Flight Simulator II	27.50
Football Director II	13.99
Football Manager II	13.99
Gauntlet II	16.99
Gunship	16.95
Helter Skelter	10.50
Leaderboard Birdie	16.50
Motorbike Madness	10.99

Nebulus	13.99
Netherworld	16.50
Night Raider	16.50
Oids	13.99
Overlander	13.99
Scrabble Deluxe	16.99
Sidewinder	6.99
Space Harrier	13.95
Star Ray	16.99
Starglider II	16.95
STOS (Arcade Game Creator)	29.95
Street Fighter	16.99
Summer Olympiad	13.95
Super Hang-On	13.95
Test Drive	21.99
Virus	13.99
Where Time Stood Still	13.99
Whirligig	13.95
Xenon	13.99

STRATEGY

Bards Tale	21.99
Dungeon Master	16.95
Cutthroats	9.50
Infidel	9.50
Legend of the Sword	16.99
Mind Forever Voyaging	9.50
Moonmist	9.50
Overlord	13.99
Sea Stalker	9.50
Sorcerer	9.50
Universal Military Simulator	16.95
Wishbringer	9.50
Witness	9.50

BUY WITH CONFIDENCE

DATEL ELECTRONICS is one of the U.K.'s leading suppliers of computer accessories. In fact, during the last 5 years we have supplied over 300,000 satisfied customers with the type of service that other companies can only promise. Now that same DATEL "know how" is available to software purchasers with DATELSOFT. Why not give us a try? We offer a selection & delivery second to none...
& the prices are good too!

CUSTOMER SERVICE

From the moment you place your order, by post or phone, you are in good hands. Our order processing department will ensure that your order is shipped as quickly as possible - usually within 48Hrs*. Our new multi user xenix based computer system controls your order right through to our despatch department.



*All orders despatched by First Class Mail. Orders for new releases are despatched on day of release.

DATLSOFT PRIVILEGE CUSTOMER CARD

When you place your first order for £20 or more you will automatically qualify for your own "privilege customer card". This will entitle you to an even better service which includes :-
☐ Priority order processing. ☐ Entitlement to any discounted lines.
☐ Access to our "Software Hotline" number. ☐ Promotional offers.



AMIGA TITLES - ALL AT UNBEATABLE PRICES

NEW RELEASES

Afterburner	16.95
Airborne Ranger	16.95
Barbarian II (Palace)	13.50
Battlechess	21.99
Black Tiger	17.95
Blazing Barrels	16.95
California Games	13.95
Captain Blood	16.95
Chrono Quest	19.95
Cybernoid	13.50
Cybernoid II	13.50
Double Dragon	16.99
Dragon Ninja	16.95
Driller	16.95
Eliminator	13.50
Elite	16.95
Federation of Free Traders	19.95
Fernandes Must Die	16.95
Football Director II	13.50
Fusion	16.95
F19 Stealth Fighter	16.95
Ghosts & Goblins	16.99
Guerrilla Wars	21.99
Heroes of the Lance	21.99
Hostages	16.95
International Karate +	13.50
Last Ninja II	16.99
Menace	13.50
Nebulus	13.50
Operation Wolf	16.99
Overlander	13.50
Pac Mania	13.99
Paper Boy	21.99
Pool of Radiance	21.99
POW	19.95
Powerdrome	16.95
Quartet Gold	13.95

R Type	16.99
Rambo III	16.95
Return of the Jedi	13.50
Robocop	16.99
Speedball	19.99
Super Hang-On	13.50
Thunderblade	21.99
Tiger Road	21.95
Tracksuit Manager	19.99
Triad Volume 1	19.95
Verminator	13.50
Virus	13.50
1943	17.95
Universal Military Simulator	13.50

STRATEGY

Bards Tale	16.95
Corruption	13.99
Cutthroats	9.50
King of Chicago	21.99
Infidel	9.50
Legend of the Sword	16.95
Mind Forever Voyaging	9.50
Moonmist	9.50
Overlord	13.95
Sea Stalker	9.50
Sorcerer	9.50
Wishbringer	9.50
Witness	9.50

BEST SELLERS

Advanced Art Studio	16.95
Alien Syndrome	13.50
Barbarian	13.50
Battle Chess	16.95
Bionic Commandos	17.95
Bubble Bobble	13.50

Bugby Boy	16.95
Carrier Command	16.50
Chessmaster 2000	16.95
Daley's Olympic Challenge	16.95
Dungeon Master	16.95
Empire Strikes Back	13.50
Ferrari Formula One	21.99
Flight Simulator II	29.95
Football Manager II	13.50
Gunship	24.95
Interceptor	21.99
Jet (Sublogic)	29.95
Leaderboard Birdie	17.95
Mercenary Compendium	16.95
Motorbike Madness	9.99
Netherworld	13.95
Night Raider	13.95
Powerplay	13.50
Scrabble Deluxe	13.50
Sidewinder	7.99
Skychase	13.50
Space Harrier	16.95
Star Ray	16.95
Starglider II	16.95
Street Fighter	17.95
Summer Olympiad	13.50
Test Drive	21.99
Trivial Pursuit (New Beginning)	19.95
Whirligig	16.95

FREE COLOUR BROCHURE



WORTH
£1.25

Subject To Availability

HOW TO ORDER...

BY POST

Send cheques/PO's made payable to
"Datel Electronics"

BY PHONE

0782 744707
24hr Credit Card Line

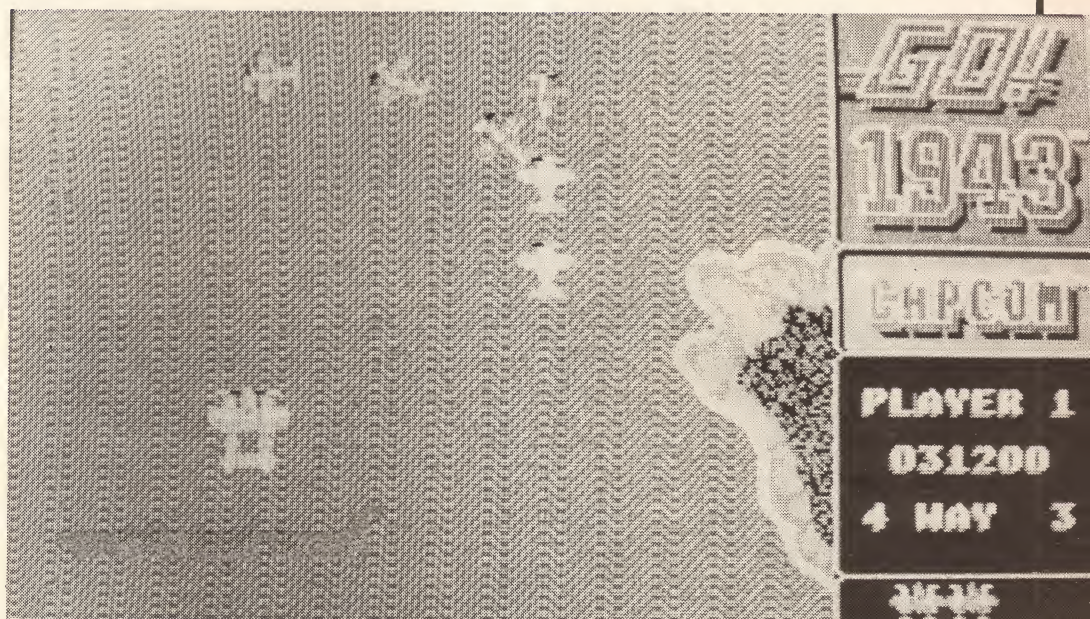
DATLSOFT Dept. 1

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE, GOVAN ROAD, STOKE-ON-TRENT, ENGLAND.

PRICES & SPECIFICATIONS CORRECT AT TIME OF PRESS & SUBJECT TO CHANGE WITHOUT NOTICE



The history may be a little suspect, but that doesn't matter the game's a corker. Steve Jarratt warps back to 1943 to check out GO's latest coin-op conversion.



1943

8

Purporting to be based on the Battle of Midway (which, incidentally, actually took place in 1942), US Gold's conversion of Capcom's lesser-known coin-op puts the player in direct confrontation with the massed might of the Japanese air and naval forces, in an attempt to reach and destroy the dreaded battleship Yamato. This may sound a bit heavy, but non-strategists can take heart: situated against a vertically scrolling background of islands, blue seas, and white clouds, the action is

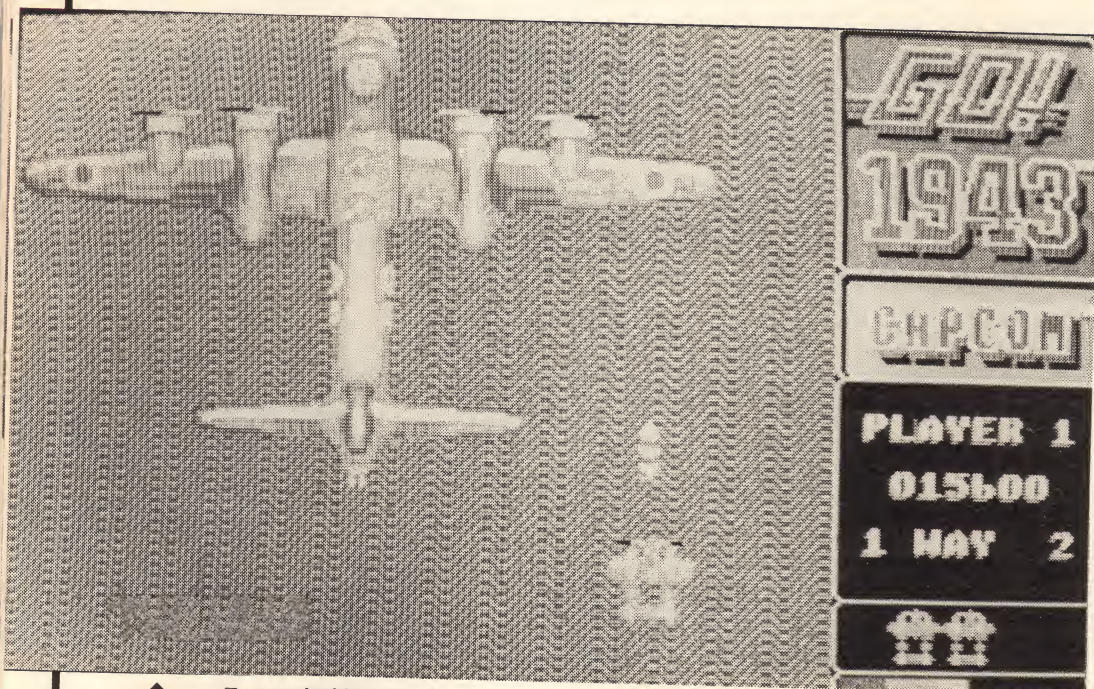
The first wave of enemy aircraft has been cleared – so it's down to the 'Nip' fleet to strafe its gun turrets.



that of a straightforward shoot 'em up, with progressive overtones.

Frenzied air-to-air combat is augmented by the collection of icons which improve the aircraft's firepower. The icons are shot to cycle through the available options and the selected one is activated on contact. The basic POWER-up icon can thus reveal a selection of multifire, rapid fire and autofire variations which may in turn be collected for a cumulative effect.

This rather jaded blasting action is punctuated by the appearance of large end-of-level 'motherplanes' which re-

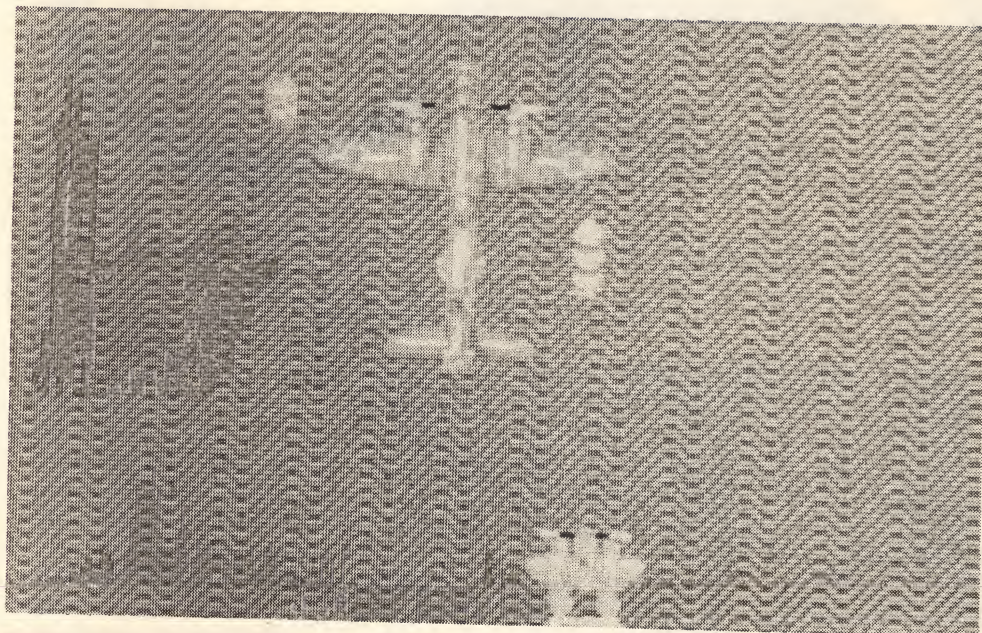


▲ An end-of-level motherbomber takes plenty of hits before disappearing in a puff of smoke.

82

quire many hits to destroy them, and progressively large fleets of battleships and cruisers whose decks are strafed in order to disable the gun turrets. If the vessels are totally incapacitated, the player progresses to the next level with full power and an extra plane; if the attack is unsuccessful, the mission is aborted and must be restarted from scratch.

▼ Taking on a middle-of-level baby-bomber – this baby's just like its mother, but not quite as hard.



A

The Amiga version of 1943 is looking, to all intent and purposes, identical to its Atari counterpart. Capcom assures me that only the sound will change, using samples to create a soundtrack more in tune with the arcade original. The Commodore 1943 should be in the shops more or less as you read this – a full update will appear in our next issue.

ST

This latest Capcom conversion would appear to be cannon fodder for the 16-bitters – nothing too impressive going on

here. The ST copes admirably with all that's asked of it, however little that may be. The scrolling, complete with parallax clouds, is smooth (no prizes there, I'm not convinced the blue pattern, which differs from the mottled effect of the original, isn't simply being 'scrolled' using colour cycling. Still, the effect is good enough). Dogfighting with the smaller aircraft is adequately portrayed, but the larger 'mother-planes' are visually disappointing: instead of the engines gradually becoming engulfed in flames, the bombers simply disappear in a fizzle of tiny explosions once enough hits have been sustained. The accompanying sound effects are correspondingly naff; some sampled explosions would be most welcome. Special note must go to the inept instructions. In passing, they mention that 'rolling enables you to roll the plane to prevent you from being destroyed', but try as I might, I could not find a way to achieve a roll (in 1942 fashion, I presume). A compromise has been reached in the game itself: the plane may be moved by a number of different keys, but firing can only be activated by the joystick! Perhaps it would help if the person writing the 'instructions' actually saw the game as well.... 1943 remains another 'what if?' product. The coin-op was hardly the most astounding shoot 'em-up, and this conversion only serves to highlight its faults: progress relies heavily on the extra weaponry – which isn't permanent. And what happened to the simultaneous two player option? Variety is also seriously lacking: successive levels grow more difficult without proffering any rewards save for a few more naval targets. 1943's appeal is short lived and little mourned. This battle goes to the Japanese – through lack of interest.

PRICE	£19.99
RELEASE DATE	Out Now
GRAPHICS	48%
SOUND	32%
VALUE	41%
PLAYABILITY	47%

OVERALL 45%

THE MAIN EVENT

DEPT: ONE, 61 STAFFORD ST., HANLEY,
STOKE-ON-TRENT, STAFFORDSHIRE ST1 1LW
Tel: (0782) 281544



GAMES FOR YOUR
MACHINE AT THE BEST
PRICES!

ELITE 17.45

WINTER OLYMPIAD '88	13.90
XEVIOUS	17.50
THUNDERCATS	13.90
GUNSHIP	17.50
ALT REALITY	17.50
STARGLIDER II	16.99
SUPER HANG-ON	13.99
ALT WORLD GAMES	13.90
STRIP POKER 2	10.50
WITNESS	13.90
SUB BATTLE SIM	17.50
D.T. OLYMPIC CHALLENGE	13.90
ENCHANTER	13.90
WARLOCK QUEST	13.90
BIONIC COMMANDO	13.90
FORMULA 1 GRAND PRIX	13.90
KARTING GRAND PRIX	6.99

STARGLIDER	17.50
BETTER DEAD THAN ALIEN	13.99
BUGGY BOY	13.95
OUT RUN	13.50
SUPERCYCLE	17.50

SPEEDBALL 16.99

SHACKLED	13.95
BUREAUCRACY	24.99
G.F.L. FOOTBALL	17.99
BASEBALL	17.99
LEISURE SUIT LARRY	17.99
STAR RAIDERS	10.50
STATION FALL	21.00
LIVINGSTONE	10.50
POWERPLAY	13.99
BOULDERDASH	17.50
WARZONE/FIREBLAST	12.50
IKARAI WARRIOR	10.00

FOOTBALL MANAGER 2 11.50

INT FOOTBALL	13.99
MASTERS OF UNIVERSE	13.99
CHAMP WATERSKI	13.99
CHAMP SKIING	13.99
MACADAM BUMPER	17.50
TURBO G.T.	11.50
DIGI DRUM	17.99
KARATE KID 2	17.50
LEATHERNECK	13.99
MOUSE TRAP	10.50
SCAD FIGHT	13.99
COMPUTER MITS	21.00
LURKING HORROR	21.00
10th FRAME	17.50
HARDBALL	17.50

ALIEN SYNDROME	13.95
BIG K.B.	10.50
BIONIC COMMANDOS	13.95
BUBBLE BOBBLE	13.95
CARRIER COMMAND	17.50
COMPUTER MITS	21.00
EXPLORER	29.00
FOOTBALL MANAGER	10.30
GAUNTLET	13.95
GUNSHIP	17.50
HARDBALL	17.50
HUNT FOR RED OCTOBER	17.50
IMPOSSIBLE MISSION 2	13.95
INDOOR SPORTS	17.50
MIND FIGHTER	17.50
OBLITERATOR	16.95
oids	13.95
P. BEARDSLEY FOOTBALL	13.95

HOTSHOT 13.90

PINK PANTHER	13.95
PLATOON	13.95
SLAP FIGHT	11.95
SOCCER SUPREMO	13.95
SOLOMONS KEY	13.95
STAC	29.99
STAR QUAKE	13.95
SUPER SPRINT	10.50
TERRAMEX	13.95
TETRIS	13.95
THUNDERCATS	13.95
UNINVITED	17.50
WEST EURO SCENE	13.95
WINTER OLYMPIAD 88	13.95

BAKER STREET	17.50
BARBARIAN (PSY)	17.50
BATTLESHIPS	10.50
BIG K.O.	14.95
CRAZY CARS	13.99
CRASH GARRAT	13.75
CRYSTAL CASTLES	10.50
FLIGHT SIMULATOR 2	28.50

HOSTAGES 13.90

RAMPAGE	10.50
PREDATOR	13.99
BOMB JACK	13.95
LAND TIME FORGOT	13.90
FOOTBALL MANAGER	12.50
SHANGHAI	13.95
TEE-UP	13.95
SUN DOG	10.95
1945	13.95
ARKANOTO II	13.90
GREAT GRAND MASTERS	13.90

BARBARIANS II 13.90

DT-OLYMPIC CHALLENGE	13.99
BIONIC COMMANDO	13.75
DEFLECTOR	13.99
GAUNTLET 2	13.75
BAD CAT	13.99
CHUBBY GRISTLE	13.99
MICKEY MOUSE	13.99
oids	13.80
SPACE HARRIER	13.75
ZYMPS	13.99
ARMY MOVES	13.99
WHIRLIGIG	13.99

30% DISCOUNT CHART

RRP	OUR PRICE
5.95-	4.19
6.95-	4.95
7.99-	5.59
8.99-	6.29
8.99-	9.99
11.99-	8.39
12.99-	9.05
14.99-	10.49
15.95-	11.16
16.96-	11.35
17.95-	12.55
19.99-	13.99
22.95-	16.10
24.95-	17.95
29.95-	20.99
34.95-	24.95

If you would like any game for any computer not listed in our advert please deduct 30% from normal selling price as shown above, and send to us stating name and supplier of your essential together with your name and address.

Please make crossed cheques payable to - "The Main Event".

Stamp with your order.

Although this is not compulsory for Europe please add £1.00 per item. Please state make and model of computer with game ordered clearly. We apologise for any alterations or commissions since going to press.

A Division of Software City

S.D.I. 16.90

KINGS QUEST TRT-PACK	17.30
KNIGHT	13.99
LEADER BOARD	17.50
LEATHER GODDESS	21.00
MEAN 18 GOLF	21.00
MERCENARY COMPIL	17.50
MISSION ELEVATOR	13.99
MUSIC STUDIO	17.50
NINJA	6.99
WIZBALL	13.95
WIZARDS SPAWN	17.50
WORLD DARTS	10.50
VENON	13.95
FLINTSTONES	13.75

FALCON™



THE ONE

84

DECEMBER 1988



THE BEST JUST GOT BETTER!

THE F16 FIGHTER SIMULATION

We've taken the best in the original FALCON, added to, enhanced, and improved features to bring you our finest. FALCON now gives you beautiful 3-D enhanced graphic displays. The enemy MiGs you encounter are resourceful and very skilled. And if that isn't enough, challenge another pilot in the head-to-head option via direct computer link.

Multiple skill levels, technically accurate head-up-displays, actual flight characteristics, multiple views, multiple targets, Black Box flight recorder, and complete weapons system are just a few of the features that set FALCON above all other flight simulations. Due to the unsurpassed realism of FALCON, it has been selected as the basis for a simulator for the military. Whether you are an experienced "top gun" or a novice pilot, FALCON is for you.

Software Publishers' Association Award Winner

- Best Simulation
- Best Action/Strategy Program
- Best Technical Achievement



SpectrumTM
HoloByte

ATARI ST £24.99, AMIGA £29.99, IBM PC CGA £34.99,
IBM PC EGA £44.99, MAC £44.99.

Product features some versions only.

Mirrorsoft Ltd, Headway House, 66-73 Shoe Lane,
London, EC4P 4AB.

Telephone 01-377 4645



ST Screen Shots Shown

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	ATARI ST	AMIGA	IBM PC	TITLE	ATARI ST	AMIGA	IBM PC	TITLE	ATARI ST	AMIGA	IBM PC	TITLE	ATARI ST	AMIGA	IBM PC
Aaargh	14.95	14.95	—	Exolon	16.95	16.95	—	Living Daylights	11.95	—	—	Skychase	11.95	14.95	14.95
Action Service	11.95	11.95	11.95	5 Star ST	14.95	—	—	Lombard RAC Rally	14.95	14.95	—	Soldier of Light	11.95	—	—
Action ST	13.95	—	—	F 16 Comet Pilot	16.95	16.95	16.95	Manhattan Dealer	11.95	14.95	14.95	Solitaire Royale	—	14.95	—
Adv Art Studio	14.95	14.95	—	Faery Tale Adv	—	29.95	—	Mars Cop	11.95	11.95	—	Society +	11.95	—	—
Afterburner	13.95	16.95	—	Falcon FUS	19.95	19.95	24.95	Maupiti Island	11.95	—	—	Space Harrier	11.95	14.95	—
Alien Syndrome	11.95	11.95	—	Fantavision	—	29.95	—	Menace	11.95	12.95	—	Space Harrier 2	13.95	16.95	—
Alt Reality	11.95	11.95	14.95	Fast Basic Disc	31.95	—	—	Mercenary Comp	14.95	14.95	—	Space Racer	11.95	11.95	—
Apollo 18	—	—	17.95	Fast Basic Rom	62.95	—	—	Mindshadow	7.95	—	—	STAC	26.95	—	—
Arkanoid Rev od Doh	11.95	—	—	Fast Break	—	—	17.45	Mini Office Personal	—	—	22.95	Starfleet	—	16.95	16.95
Artura	13.95	—	—	Fed Free Trade	14.95	14.95	—	Mini Putt	—	—	17.95	Starflight	—	—	16.95
Atron 5000	—	10.45	—	Fernandez Must Die	14.95	14.95	—	Monsters of Night	17.95	17.95	17.95	Star Glider 1 or 2	14.95	14.95	14.95
Backlash	11.95	11.95	—	Final Command	—	16.95	—	Moonmist	7.95	—	7.95	Starquake	11.95	—	—
Ballyhoo	7.95	—	—	Fist	14.95	14.95	14.95	Mortville Manor	15.95	15.95	15.95	Star Ray	14.95	14.95	—
Barbarian 1 or 2 Pal	9.95	11.95	—	Ferrari Formula One	17.95	17.95	17.95	Motor Bike Madness	9.95	9.95	9.95	Star Trek	11.95	—	—
Bards Tale 1 or 2	16.95	16.95	16.95	F15 Strike Eagle	14.95	14.95	14.95	Motor Massacre	13.95	13.95	—	Stealth Fighter	13.95	16.95	—
BAT	17.95	17.95	17.95	Final Command	17.95	17.95	17.95	Music Con Set	17.95	—	17.95	Stir Crazy	11.95	—	—
Batman Caped Crusader	11.95	14.95	11.95	Flight Sim 2	26.95	26.95	32.95	1943	13.95	17.95	—	Street Fighter	13.85	16.95	—
Battle Chess	—	17.95	17.95	Fit Disc 7 or 11	13.95	13.95	19.95	Nebulus	13.95	17.95	—	S.T.O.S.	19.95	—	—
Bermuda Project	14.95	14.95	—	Fit Disc European	13.95	13.95	19.95	Netherworld	13.95	17.95	—	Strip Poker 2	9.95	9.95	—
Better Dead	11.95	11.95	—	Fit Disc Japan	13.95	13.95	19.95	Necromancer	—	—	17.95	Data Discs:	—	—	—
Beyond Ice Palace	11.95	14.95	—	Flying Shark	14.99	—	—	Nigel Mansell	16.95	16.95	—	Bev & Dawn	7.45	7.45	7.45
Bionic Commando	13.95	16.95	—	Football Director 2	11.95	11.95	—	Nightraider	13.95	13.95	16.95	Lee & Roy	7.45	7.45	7.45
Black Tiger	13.95	—	—	Football Manager 2	11.95	11.95	11.95	Oids	11.95	11.95	11.95	Rachel & Kim	7.45	7.45	7.45
Blazing Barrels	11.95	11.95	—	Foundations Waste	14.95	14.95	—	Oops	11.95	11.95	11.95	Suzanne & Bianca	7.45	7.45	7.45
BMX Simulator	9.95	9.95	—	Frank Bruno Boxing	12.95	—	—	Operation Wolf	11.95	14.95	11.95	Summer Olympiad	11.95	11.95	14.95
Bobby Yazz Show	11.95	11.95	11.95	Frontier EPT	14.95	14.95	—	Outrun	13.95	13.95	—	Superbase Personal	—	59.95	—
Bombjack	11.95	14.95	—	Fusion	16.95	16.95	—	Overlander	11.95	14.95	—	Supercycle	7.95	—	—
Bone Cruncher	—	9.95	—	Galdregons Domain	13.95	—	—	Pacmania	11.95	11.95	—	Super Hangon	13.95	—	—
Borrowed Time	7.95	—	7.95	Game Over 2	13.95	13.95	13.95	Pandora	11.95	11.95	—	Sword of Sodan	—	16.95	—
Bubble Bobble	11.95	11.95	—	Garfield	11.95	11.95	—	Paperboy	11.95	14.95	—	Tass Times	7.95	—	—
Bubble Ghost	11.95	11.95	—	Garrison 2	14.95	14.95	—	Pawn	14.95	14.95	14.95	Techno Cop	13.95	13.95	13.95
Buggy Boy	11.95	14.95	—	Ghosts N Goblins	11.95	14.95	—	Pepsi Mau Mix	10.95	—	—	Testdrive	16.95	16.95	16.95
Butcher Hill	13.95	13.95	—	Giganoid	—	9.95	—	Peter Beardsley Soccer	11.95	11.95	—	The Games Winter	13.95	17.95	—
California Games	—	17.95	—	Golden Path	7.95	11.95	—	Phantom Fighter	—	13.95	—	The Train	—	—	17.95
Capone	—	14.95	—	Green Beret	11.95	14.95	—	Phantasm	11.95	11.95	—	Three Stooges	14.95	19.55	—
Captain Blood	14.95	14.95	—	Guerilla War	11.95	14.95	—	Platoon	11.95	14.95	—	Thunderblade	13.95	16.95	—
Carrier Command	14.95	14.95	14.95	Guild of Thieves	14.95	14.95	14.95	Pool of Radiance	16.95	16.95	16.95	Thundercats	11.95	14.95	—
Chessmaster 2000	16.95	16.95	16.95	Gunship	14.95	14.95	19.95	Powerdrome	16.95	16.95	16.95	Tiger Road	13.95	17.95	—
Chronoquest	19.95	19.95	19.95	Hacker 1 or 2	7.95	—	7.95	Pro Soccer Sim	11.95	11.95	11.95	Time & Magik	11.95	11.95	11.95
Chuck Yeager Aft	—	—	16.95	Hawk	17.95	17.95	17.95	Psion Chess	16.95	—	16.95	Time Stood Still	11.95	—	—
Colossus Chess	—	16.95	—	Hawkeye	14.95	—	—	Puffys Sana	17.95	17.95	17.95	TKO	—	—	17.95
Combat School	11.95	14.95	—	Hellfire Attack	13.95	13.95	—	Quadrailen	11.95	14.95	—	Tracers	—	16.95	—
Corruption	14.95	14.95	14.95	Helter Skelter	9.95	9.95	—	Rack Em	—	—	17.95	Triad	19.95	19.95	—
Crystal Castles	10.45	—	—	Heroes of Lance	16.95	16.95	16.95	Rambo 3	11.95	14.95	11.95	Trinity	7.95	7.95	—
Cyberoid 1 or 2	—	16.95	—	Hollywood Hijinx	7.95	7.95	—	Reach for Stars	—	17.95	17.95	Tripatron	24.95	—	—
Daley Thompson 88	11.95	14.95	14.95	Hotshot	11.95	11.95	11.95	Return of Jedi	11.95	11.95	—	Trivial Pursuit	11.95	11.95	14.95
Dark Castle	14.95	14.95	—	Hunt for Red October	14.95	14.95	—	Return to Atlantis	—	16.95	—	TT Racer 2	14.95	—	14.95
Defender of Crown	18.95	18.95	18.95	Ingrids Back	11.95	11.95	11.95	Return to Genesis	11.95	11.95	—	Ultimate Golf	13.95	13.95	13.95
Degas Elite	17.95	—	—	Ikan Warriors	9.95	14.95	13.95	Road Blasters	13.95	13.95	—	Ultima V	14.95	14.95	19.95
Deja Vu	11.95	11.95	—	Impossible Mission 2	13.95	17.95	17.95	Robocop	11.95	14.95	11.95	Uninvited	11.95	—	—
Deluxe Music Con Set	—	49.95	—	Interceptor	—	16.95	—	Rocket Ranger	19.95	19.95	—	Univ Military Sim	14.95	14.95	14.95
Deluxe Paint 2	—	49.95	69.95	Iron Lord	16.95	16.95	16.95	Rolling Thunder	13.95	16.95	—	UMS Scenario 1	8.95	8.95	8.95
Deluxe Print 2	—	49.95	—	Jackal	—	—	11.95	R Type	16.95	16.95	—	UMS Scenario 2	8.95	8.95	8.95
Deluxe Production	—	99.95	—	Jet	—	26.95	26.95	Sargon III Chess	16.95	16.95	—	Untouchables	—	—	11.95
Deluxe Video	—	49.95	—	Jewels of Darkness	11.95	11.95	11.95	Savage	14.95	14.95	16.95	Uridium	13.95	—	—
Double Dragon	11.95	11.95	—	Jinxter	14.95	14.95	14.95	Scrabble Deluxe	13.95	13.95	16.95	Verminator	14.95	14.95	14.95
Dragon Ninja	11.95	14.95	—	Kennedy Approach	14.95	14.95	14.95	Sentinel	11.95	11.95	—	Victory Road	11.95	14.95	11.95
Dungeon Master	14.95	14.95	—	Knightorc	11.95	11.95	11.95	Sentinel Worlds 1	—	—	17.95	Virus	11.95	11.95	—
Earl Weaver Baseball	—	16.95	16.95	Kristal	11.95	11.95	11.95	Serve & Volley	—	—	17.95	Vroom	11.95	—	—
Elemental	11.95	—	—	Lancelot	11.95	11.95	—	SF Harrier	14.95	14.95	—	WEC Le Mans	11.95	14.95	11.95
Eliminator	13.95	13.95	—	Land of Legends	—	16.95	—	Shadowgate	11.95	14.95	—	Weird Dreams	14.95	14.95	14.95
Elite	14.95	—	14.95	Laser Squad	16.95	16.95	—	Silent Service	14.95	14.95	14.95	Whirligig	11.95	11.95	—
Empire	16.95	16.95	16.95	L'Board Birdie	13.95	16.95	16.95	Skateball	17.95	17.95	17.95	Wizball	11.95	14.95	—
Empire Strikes Back	11.95	11.95	—	Leather Goddess	19.95	19.95	—	Skate or Die	—	16.95	—	World Games	7.95	—	—
Enlightenment	11.95	14.95	—	Legend of Sword	14.95	14.95	14.95					World Tour Golf	—	16.95	16.95
Espionage	11.95	11.95	11.95									Xenon	11.95	14.95	—
												Zynaps	13.95	13.95	—

Please send cheque/P.O./Acces, Visa number and expiry date to:

Trybridge Ltd, 72 North Street, Romford, Essex RM1 1DA

Please remember to state the make and model of your computer when ordering.

P&P INC. UK. Europe add £1 per item.

Elsewhere add £2 per item for AIR MAIL. Telephone order: 0708 765271.

Fish!



After moving away from the hackneyed realms of fantasy adventures to the seedy world of high finance in *Corruption*, Magnetic Scrolls has diversified once more with *Fish!*, full of aquatic gags and arguably its most enjoyable venture to date. Brian Nesbitt has a bowl.



At the outset of the game you're presented with rather a troublesome problem... you're upside down! If you want to get on with the rest of the adventure you'd better right yourself quickly. Perhaps a quick roll is in order?



The trendiest nightclub in *Fish-world* where the snazziest mer-men and mermaids pop out for a quick Ant Egg cocktail.

Arguably the last thing you'd expect Magnetic Scrolls to release is a game that goes all out to make you laugh. But that's exactly what it's done with *Fish!* The player is cast as an 'Inter-Dimensional Espionage Operative', a kind of trans-dimensional James Bond.

The Fish-inhabited world of Hydropolis is in grave danger, as the terrorist group known as the Seven Deadly Fins have stolen a focus wheel, a piece of apparatus that controls the flow of water through the fishworld. Quite inconveniently, this information is brought to you by your commanding officer, Sir Playfair Panchax, slap bang in the middle of your annual holiday as a goldfish. Sir Playfair arrives in your bowl inside a cheap plastic castle decoration which has recently been installed and delivers the news to you before telling you that you've been assigned to job of finding the focus wheel and returning it to Hydropolis before it runs dry.

Seeing as a fish isn't a particularly good spy, and a goldfish bowl isn't a very good place from which to conduct a rescue mission, Sir Playfair has provided you with three inter-dimensional warps, loopholes in time and space which allow you to travel to and from difficult dimensions and assume various guises. Each warp takes you to a independent mini-adventure, and the puzzles they present must be solved if the game is to be completed. For example, the small warp beams you into the world of humans, more specifically a recording studio somewhere in



the city. You've just started a new job (in your human form of course) and the first problem you encounter is making the producer a cup of tea. It may seem like a menial task, but if you fail to complete it in time, you're out on your ear and you can't find out more about what's going on behind that locked studio door. Another scenario (accessed by selecting a different warp from your bowl) is set near the ruins of an ancient abbey where a mysterious abandoned van and an even more mysterious note is found. Again, an initial problem must be solved, this time finding a source of light to allow you to enter the wilderness, before any

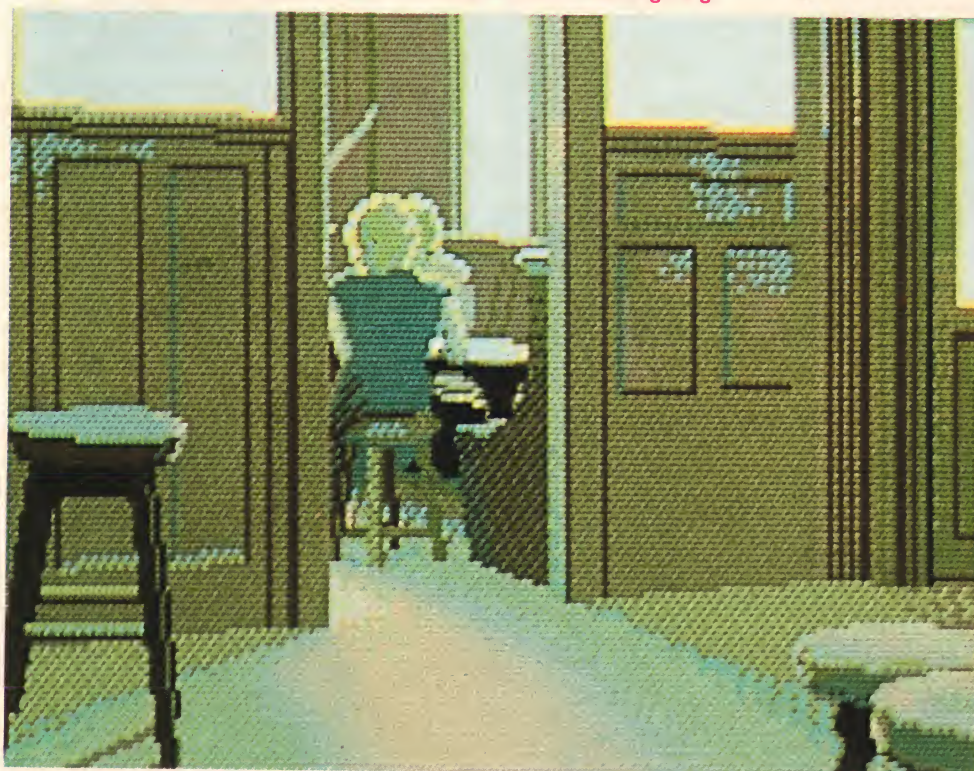
real headway can be made. The third sub-game takes place in a large forest where you find, among other things, the infamous Mickey Blowtorch, a self-confessed warp addict who lives in a tree stump. Whether or not Mickey helps or hinders you on your mission depends on how you treat him.

The Seven Deadly Fins crop up in each of the three sub-games (eg: in the recording studios they appear as a bizarre heavy metal band), and if you can complete each one in spite of their constant meddling, you are allowed to go on and attempt the REAL mission, for which the first three were just



Is this a vital clue of just a red herring? Be ef-fish-ent and find out.

The great British pub, just the place to order a pint of bass. There's a mysterious figure over in the saloon bar that could be worth interrogating.



Sir Playfair Panchax's humble abode. There's plenty of fool inside but mind you don't get salmon-ella poisoning.

testers...

As usual, Fish! comes with all kinds of whacky surreal packaging to complement the humour within the game itself. Included is a 'care for your fish' instruction leaflet, a large manual detailing how and how not to warp (complete with quotes from Great Warpers Of Our Time), and a selection of cypheric hints that you can type in when the going gets too tough for the average fish.



PC

PC owners won't have to miss out on the Fish! experience, but only those blessed with such luxuries as an EGA card will be able to savour anything visual to accompany certain location descriptions. Anyone with CGA will have to use a little imagination.

PRICE
RELEASE DATE

£24.99
Out Now

Be careful, the Seven Deadly Fins are lurking somewhere around this ruined abbey and they'd like nothing more than to put you out of action . . . for good.



ST

Magnetic Scrolls took a big risk with Fish! but the truth is the gamble has paid off handsomely. The emphasis is on fish-related puns and gags and they come both thick and fast (and in the main they are very funny). The idea of warping to and from different sub-games has been well implemented and works like a dream. The adventures are sufficiently different from each other to sustain lasting interest, and the never-ending stream of fish jokes helps the game along. Although the parser doesn't seem to have advanced much since Guild or Corruption, the overall game structure is slightly better than both of these. The graphics are up to Magnetic Scroll's usual high standard (although there are a couple of dodgy pictures in there). There are plenty of puzzles to find and overcome, ranging from difficult to (almost) too difficult. That said, Fish! is quite possibly their easiest adventure to date. It's certainly their most enjoyable.

PRICE £24.99
RELEASE DATE Out Now

Looks a bit like The Pawn, eh? The dense forest may look like a scene from Mag Scroll's first effort, but the puzzles are slightly easier (thank goodness!).

The plus lounge of a top record producer's office is one of the locations you'll first warp to. Making tea may sound like a trivial problem to solve but remember, the kettle is locked and the key can't be found. Or can it?

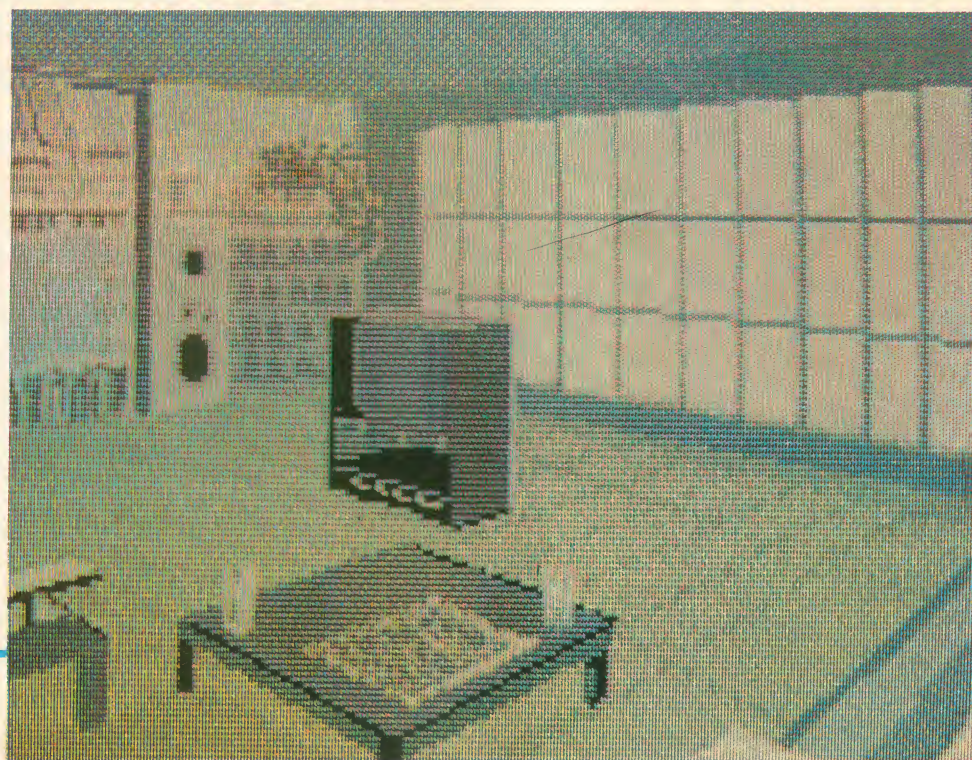


A

Gameplay-wise, Fish! on the Amiga is identical to its ST and PC stablemates. Graphically there's hardly any difference at all, and the only enhancements are the addition of speech and some incredibly whacky title screen music including sampled bubbling noises and the occasional cat howl.

PRICE £24.99
RELEASE DATE Out Now
GRAPHICS 80%
PLAYABILITY 82%
VALUE 76%

OVERALL 80%



Have you got a memory for names?

LED STORM™

Take to the skies in an aerial extravaganza of race skills, daredevil piloting, fearless road warring through 9 totally distinct landscapes.

IMPOSSIBLE MISSION II™

Elvin's back with a vengeance in this outstanding sequel to the all time classic platform game, Impossible Mission.

GAUNTLET II™

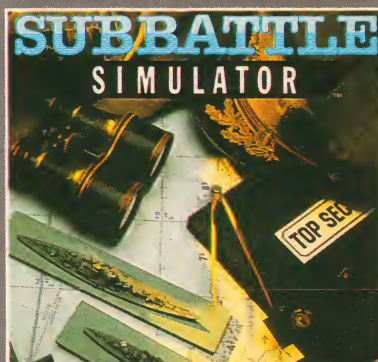
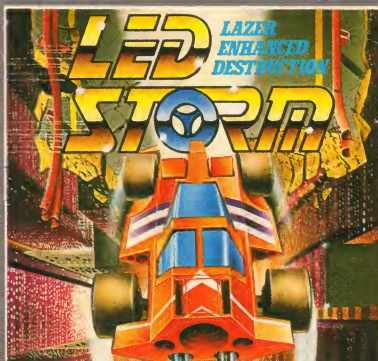
The mind-blowing sequel to the Number 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game.

SUB BATTLE SIMULATOR™

Unquestionably the most detailed historic World War II submarine simulation ever created. Test dive one for yourself.

1943™

Relive the titanic struggle of the Battle of Midway. 'Supreme arcade conflict at its thrilling best'.





TIGER ROAD™

It will be no mean task to defeat the evil minions of Ryu Ken Oh in this exciting martial arts arcade adventure.



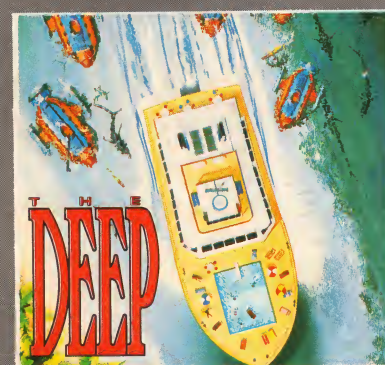
HEROES OF THE LANCE™

Heroes of the Lance is full of arcade style action with just a hint of strategy and will truly appeal to the arcade game player.



THE GAMES - WINTER EDITION™

If you thought the Games series from Epyx could not get any better - look out for the Games - Winter Edition - you'll be amazed.



THE DEEP™

A torrent of destruction rises from the depths as a subterranean menace masses its forces.



CALIFORNIA GAMES™

"California Games has to be one of the best releases this year" CCI.
"Undoubtedly the most polished of the games series." The Games Machine.



U.S. GOLD, the BIGGEST names on 16 bit!

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

ATARI ST & AMIGA £19.99
(GAUNTLET £24.99 AMIGA, 1943 £24.99 AMIGA,
ADVANCED DUNGEONS & DRAGONS ATARI ST & AMIGA £24.99)



FLY SHARK

Capcom's vertically scrolling shoot 'em up 1942 inspired many enhanced clones, amongst them Taito's Flying Shark. Gary Penn dons goggles, flying jacket and helmet to get in the mood and give the Hun what for in Firebird's long-awaited 16-bit conversion.



Japanese coin-op manufacturers certainly like their vertically scrolling shoot 'em up to have a wartime flavour... Capcom's 1942, 1943 and Commando, SNK's Ikari Warriors and Guerilla War, and of course Taito's Flying Shark. But will anyone lose any sleep over the fact that the plane in Flying Shark is of the twin-wing variety whereas 'real' Flying Sharks were single-engine fighters? Nah. Who's worried about historical accuracy in a shoot 'em up?

Like the uncomplicated platform fun of Firebird's other Taito licence, Bubble Bobble, the simplistic blasting delights of Flying Shark quickly proved a cult coin-op hit. There's not a great deal of brain-taxing variety in the action: simply guide your bi-plane through five vertically-scrolling levels full of enemy planes, tanks, gun emplacements and boats. When the going gets a little

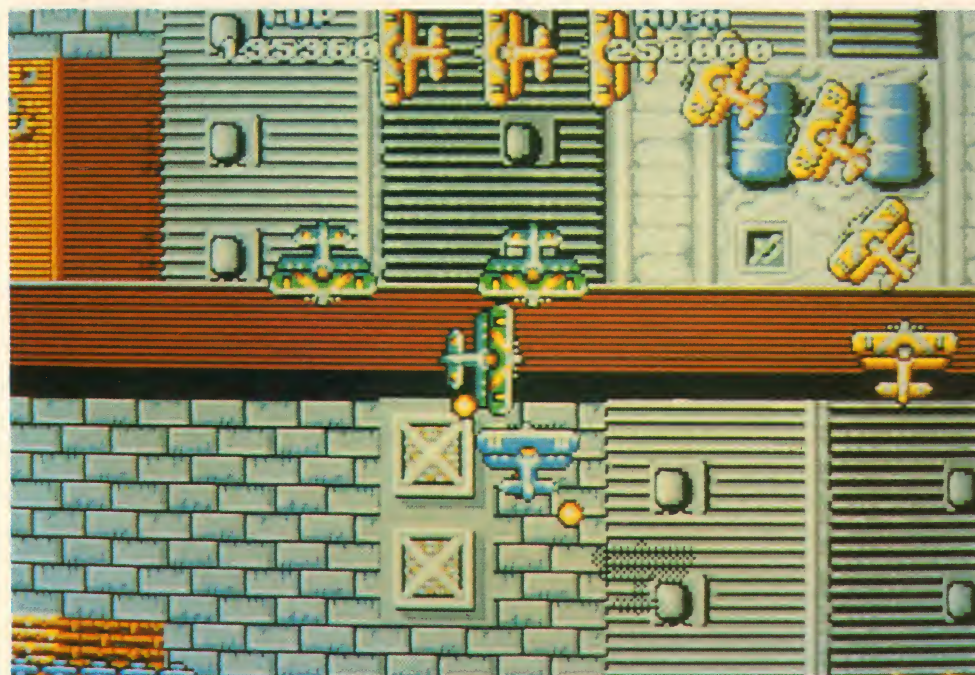


Not exactly the genuine article, but it's a P40 Kittyhawk with the correct colouring and Flying Shark artwork. The markings belong to Ray Hannah, the original commander of the Red Arrows (it's supposed to read SUE, after his wife – that's her pretty little rear on the plane's). The Flying Shark didn't really exist – officially. It was the 112 squadron stationed in North Africa in WW2 who were the first to adopt the shark's mouth decoration on the P40s. So now you know.

tough, unleash one of your limited supply of bombs to dispose of any enemy craft and bullets in the vicinity.

Occasionally, special formations of enemy planes snake their way onto the screen as you fly and shoot your way along. When these are shot, and depending on their colour, a token is released or bonus points are awarded.

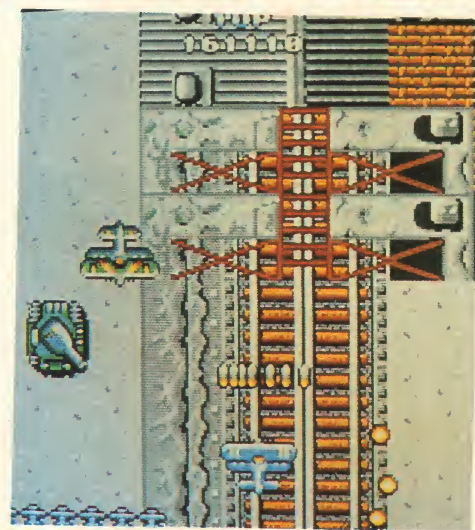
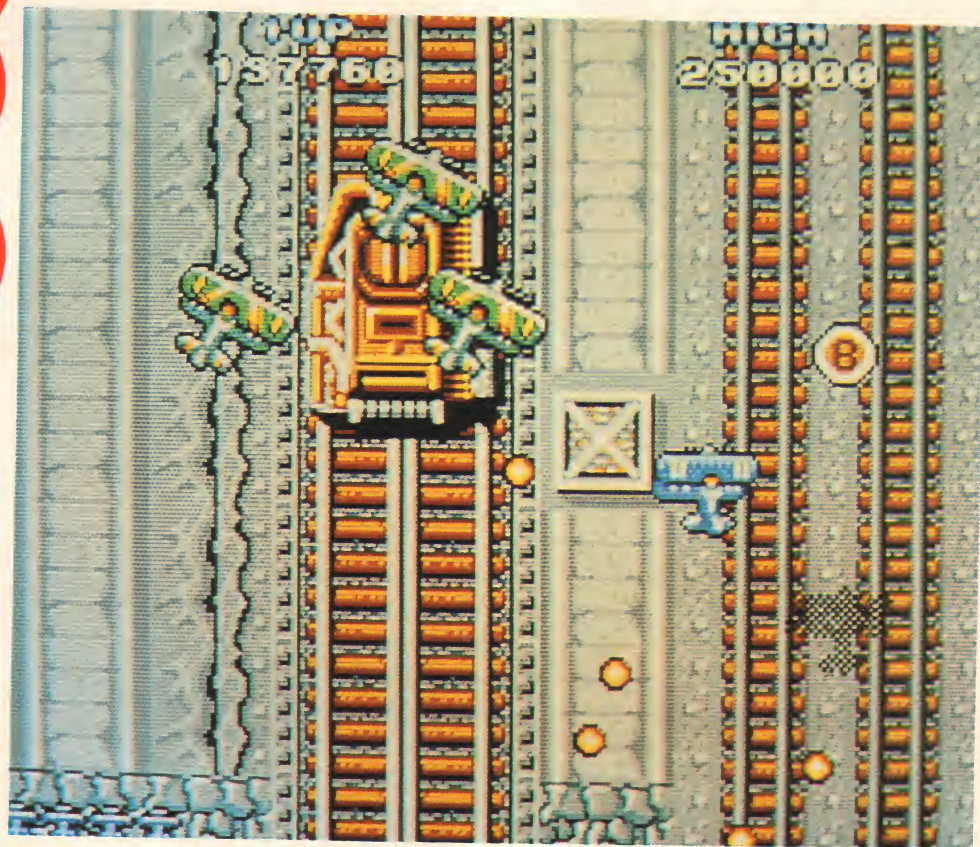
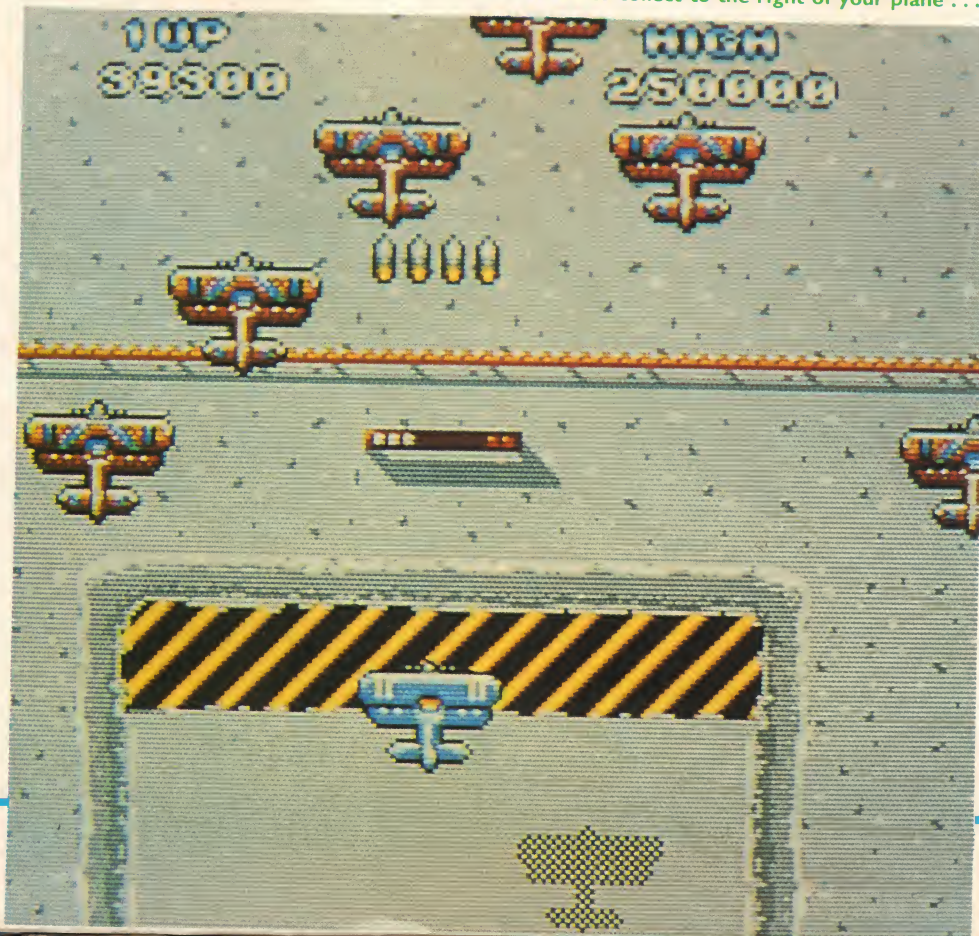
Shoot down this yellow squadron for a 1,000 point bonus. Further on a white squadron attacks, releasing an extra life token when eliminated.



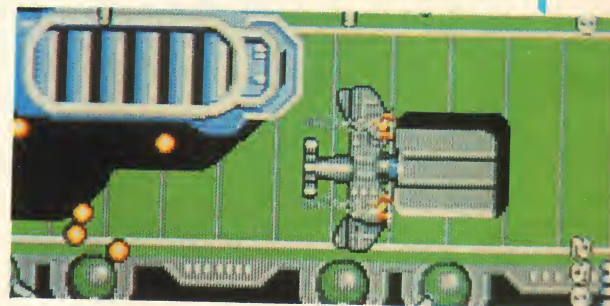
Flying mark

Collecting tokens emblazoned with an 'S' boosts your firepower, and with a spray comprising a maximum of nine bullets a shot, you can really give the 'boche' a bashing.

Flying over the railway tracks on Level Four. It takes dozens of shots to put the big beggar out of action, so it's advisable to unleash a bomb or two in its general direction. That's handy, there's a B token to collect to the right of your plane...



The odds against you are increasing, but those extra bullets and a little extra grit should see you through safely.





REVIEW

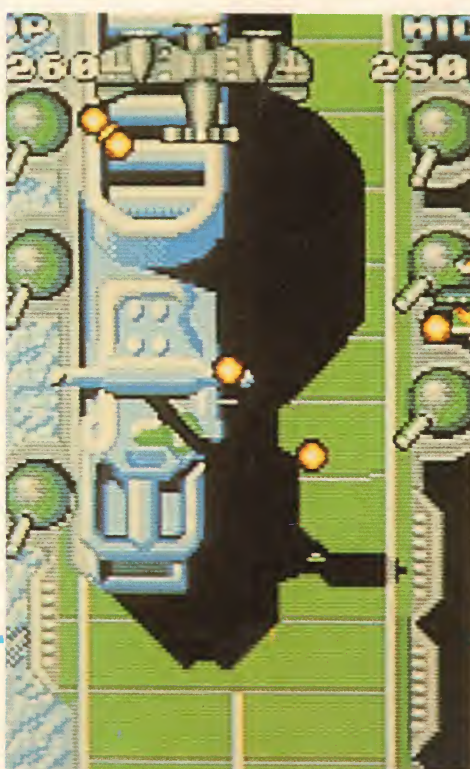
▼ **W**e will fight them on the beaches... We will nevah sur-rendah!



▲ **L**evel Three sees this large heavily-armed battleship dishing out deadly doses of death in your direction...



▼ **D**eeper into the third level, the battleship returns to cause havoc – so make sure you take out all of its gun emplacements the first time around.



ST

Decent vertically scrolling shoot 'em ups are a bit of a rarity on the 16-bit machines. Come to think of it, there aren't very many decent blasters around full stop. It's not as if the ST isn't capable of producing something of near coin-op quality – look at Xenon. Firebird's conversion of Flying Shark isn't as slick or cosmetically accomplished as its arcade parent, which is a pity but certainly nothing to lose sleep over. At least the programmers have managed to capture a sizeable slice of the original's playability. The five levels are of a reasonable length, and the enemy craft frequently appear at the most inopportune moments, moving in devilish patterns to provide an infuriatingly addictive challenge. Despite not being 100% faithful to the coin-op in terms of graphics and sound, Flying Shark on the ST features detailed and colourful backdrops and sprites accompanied by functional effects and music. What we have here is a fairly accurate interpretation of a derivative but playable coin-op which drops on US Gold's conversion of 1943 from a few thousand feet.

PRICE	£24.99
RELEASE DATE	Out Now
GRAPHICS	76%
SOUND	51%
VALUE	60%
PLAYABILITY	80%

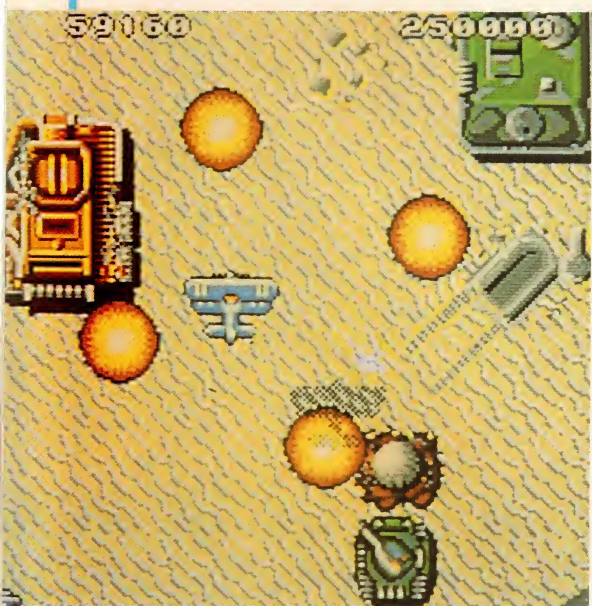
OVERALL 76%



▲ **T**he Shark's firepower is boosted by shooting down squadrons of red planes and collecting the 'S' tokens.

A

Work on this incarnation should be almost complete by the time you read this. Firebird reckons that the Amiga version will be smoother than its Atari cousin, and the sound will undoubtedly be improved. But there's still no side to side scrolling in keeping with the arcade original, which does tend to stop this conversion from being that little bit special.



▲ **T**he best way of dealing with these aggressive and well-protected tanks is a bomb – seen in action above. These handy devices eradicate any enemy craft or missiles on screen, but they take a second to initiate, so think ahead.

FAST DISPATCH
(subject to
availability)

BEST BYTE

ALL ORDERS SENT
BY FIRST
CLASS POST

PROBABLY THE CHEAPEST SOFTWARE PRICES IN THE UK.
SPECIAL OFFERS TO THE ONE READERS - UP TO 40% OFF RRP

ATARI	RRP	OUR
5 Star Compilation	24.95	14.90
Afterburner	19.95	13.50
Action Service	19.95	11.90
Barbarian II	14.99	9.50
Bombjack	19.99	11.90
Captain Blood	24.95	14.90
Carrier Command	24.95	14.90
Chrono Quest	29.95	17.90
Corruption	24.95	14.90
Cyberoid	19.99	15.35
D.T. Olympic Challenge	19.95	11.90
Double Dragon	19.99	11.90
Driller	24.95	14.90
Dungeon Master	24.95	14.90
Elite	24.95	14.90
Eliminator	19.99	15.35
Empire Strikes Back	19.95	11.90
Exolon	19.99	15.35
F16 Combat Pilot	24.95	14.90
Federation Free Traders	19.99	15.35
Fire and Forget	24.99	14.90
Fish!	24.95	14.90
Football Director 2	19.99	11.90
Football Manager 2	19.99	11.90
4x4	19.99	15.35
G. Lineker's Superskills	19.99	15.35
Guerrilla War	19.95	11.90
Guild of Thieves	24.95	14.90
Hellbent	19.95	11.90
Hostages	24.95	14.90
Hot Ball	24.95	14.90
Ikari Warriors	14.99	9.50
IK+	19.99	13.50
Ingrid's Back	19.95	11.90
Kennedy Approach	24.95	14.90
Lancelot	19.95	11.90
Leaderboard Birdie	19.99	15.35
Legend of Sword	24.99	14.90
Live & Let Die	19.99	11.90

ATARI	RRP	OUR
Luxor	14.95	9.50
Mafdet	14.95	9.50
Menace	19.95	11.90
Motorbike Madness	14.99	9.50
Motor Massacre	19.99	15.35
Nebulus	19.99	15.35
Nether World	19.95	11.90
Off Shore Warrior	19.95	11.90
Oids	19.95	11.90
Operation Wolf	19.95	11.90
Overlander	19.95	15.35
PacMania	19.99	11.90
Pool of Radiance	29.99	22.95
Quantum Paint	24.95	14.90
SDI	39.95	25.90
STAC	24.99	14.90
Shadowgate	24.99	14.90
Sidewinder	9.99	6.40
Soldier of Light	19.99	11.90
Space Harrier	19.99	11.90
Spitting Image	24.99	14.90
Star Goose	19.95	11.90
Star Ray	19.95	11.90
Starglider 2	24.95	14.90
STOS	29.95	19.90
Super Hang On	19.99	13.50
Time and Magic	19.95	11.90
Ultima IV	14.99	9.50
Veteran	24.95	15.50
Ultimate Golf	19.99	15.35
Victory Road	19.95	11.90
Virus	19.95	11.90
Vroom	19.95	11.90
Where Time Stood Still	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35

AMIGA	RRP	OUR
Alien Syndrome	24.99	14.90
Buggy Boy	24.99	14.90
Capone	29.95	17.90
Captain Blood	24.95	14.90
Carrier Command	24.95	14.90
Chrono Quest	29.95	17.90
Corruption	24.95	14.90
Cyberoid	19.99	15.35
D.T. Olympic Challenge	24.95	14.90
Double Dragon	19.99	11.90
Driller	24.95	14.90
E. Edwards Super Ski	19.99	11.90
Eliminator	19.99	15.35
Elite	24.95	14.90
Empire Strikes Back	19.95	11.90
Fish!	24.95	14.90
Football Director 2	19.99	11.90
Football Manager 2	19.99	11.90
4x4	24.99	19.15
Garfield	24.99	14.90
Guerrilla War	24.99	14.90
Helter Skelter	14.95	9.50
Hot Ball	24.95	14.90
Ikari Warrior	24.99	14.90
Ingrid's Back	19.95	11.90
International Soccer	19.95	11.90
Lancelot	19.95	11.90
Leaderboard Birdie	24.99	19.15
Leatherneck	19.95	11.90
Legend of the Sword	24.95	14.90
Live & Let Die	24.99	14.90
Menace	19.95	11.90
Motorbike Madness	14.99	9.50
Motor Massacre	19.99	15.35
Nebulus	19.99	15.35
Nether World	19.99	15.35
Oblietator	24.94	14.90
Off Shore Warrior	24.95	14.90
Operation Wolf	24.95	14.90

AMIGA	RRP	OUR
Outrun	24.99	19.15
PacMania	19.95	11.90
Pow!	29.95	17.90
Platoon	24.95	14.90
Return of the Jedi	19.99	15.35
Rocket Ranger	29.99	17.90
Shoot 'em up Cons Kit	24.99	15.90
Spidertronix	19.95	11.90
Speedball	24.99	14.90
Spitting Image	19.95	11.90
Star Ray	24.95	14.90
Starglider II	24.95	14.90
Summer Olympiad	19.95	11.90
Three Stooges	29.99	17.90
Thundercats	24.99	14.90
Triad Vol 1	29.99	18.50
Trivial Pursuits 2	19.95	11.90

AMIGA	RRP	OUR
Ultima IV	24.95	15.50
Ultimate Golf	19.99	15.35
Victory Road	24.95	14.90
Virus	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35

3.5" DSDD
DISKS
UNBRANDED
135 tpi
£9.50 FOR
BOX OF TEN

FREE Cover Up token with every £5 (RRP) worth of software (while offer lasts)

Name	_____
Address	_____
Payment (tick) (<input type="checkbox"/> PO <input type="checkbox"/> Cheque <input type="checkbox"/> Access)	_____
Card No	_____
Model	_____
Signature	_____
Customer No (if known)	_____
ITEM	AMOUNT
ONE DEC	TOTAL £

To order send the form with payment payable to 'Best Byte' or Access details. Sorry no Visa
Overseas order add £1.50 per item, outside Europe £3.00 per item. Mail order only

BEST BYTE (DEPT ONE12), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

SHEKHANA MAIL ORDER SERVICES - ESTAB: SINCE 1978

ACCESS ORDER BY CREDIT CARD LINE 01-348 2907 (24 hrs) - VISA

ATARI	RRP	OUR	ATARI	RRP	OUR	ATARI	RRP	OUR
1943	15.99	13.99	HEROES OF THE LANCE	19.99	15.99	LEISURE	15.99	13.99
19	13.99	13.99	HITCHHIKER GUIDE	16.99	16.99	ST	13.50	13.50
3D HELICOPTER	16.99	15.99	H.S. MISSION	14.99	14.99	Amiga	16.50	16.50
3D WANDER	13.99	15.99	HOSTAGES	16.99	16.99	Amiga	16.50	16.50
5 STAR HTS-ST	16.99	15.99	H.S. MISSION II	14.99	14.99	Amiga	16.50	16.50
ACTION SERVICE	13.99	13.99	INTERCEPTOR	19.99	19.99	Amiga	16.50	16.50
ACTION ST	15.99	13.99	INTERNAL SOCCER	13.99	13.99	Amiga	16.50	16.50
AFTERBURNER	13.99	16.99	IRON LORD	19.99	19.99	Amiga	16.50	16.50
ALIEN SYNDROME	13.99	15.99	JET	15.99	15.99	Amiga	16.50	16.50
AMIGA GOLD HITS	19.99	19.99	JEWELS OF DARKNESS	13.99	13.99	Amiga	16.50	16.50
ARTURA	15.99	15.99	JINXTER	15.99	15.99	Amiga	16.50	16.50
BARBARIAN II	13.99	13.99	KENNEDY APPROACH	16.99	16.99	Amiga	16.50	16.50
BATMAN	13.99	15.99	KING OF CHICAGO	20.99	20.99	Amiga	16.50	16.50
BATTLE CHESS	19.99	19.99	KNIGHT ORC	13.99	13.99	Amiga	16.50	16.50
BERMUDA TRIANGLE	16.99	15.99	LANCELOT	13.99	13.99	Amiga	16.50	16.50
BIONIC COMMANDO	15.99	19.99	LASER TRAIN	15.99	15.99	Amiga	16.50	16.50
BLACK TIGER	15.99	19.99	LEADERBOARD COLL	16.99	19.99	Amiga	16.50	16.50
BLAZING BARRELS	13.99	13.99	LED STORM	16.99	19.99	Amiga	16.50	16.50
BUBBLE BOBBLE	13.99	13.99	LEGEND OF SWORD	15.99	15.99	Amiga	16.50	16.50
BUGGY BOY	13.99	15.99	LINEKERS HOT SHOT	16.99	16.99	Amiga	16.50	16.50
BUTCHER HILL	15.99	15.99	LINEKERS SKILL	16.99	16.99	Amiga	16.50	16.50
CAPONE	19.99	19.99	LIVE & LET DIE	13.99	13.99	Amiga	16.50	16.50
CAPTAIN BLOOD	15.99	15.99	MENACE	18.75	18.75	Amiga	16.50	16.50
CARRIER COMMAND	15.99	15.99	MIKE READS QUIZ	13.99	15.99	Amiga	16.50	16.50
CHAMPION CRICKET	13.99	13.99	MOTOR MASSACRE	15.99	15.99	Amiga	16.50	16.50
CHESSMASTER 2000	19.99	19.99	NAVCOR 6	16.99	16.99	Amiga	16.50	16.50
CHRONO CHESS	21.99	21.99	NETHERWORLD	19.99	19.99	Amiga	16.50	16.50
CHUCK YEAGERS	19.99	19.99	NIGEL MANSELLS	19.99	19.99	Amiga	16.50	16.50
CORRUPTION	15.99	15.99	NIGHT RAIDER	16.99	19.99	Amiga	16.50	16.50
DE LUXE SCRABBLE	13.99	13.99	OBOLIATOR	15.99	15.99	Amiga	16.50	16.50
DOUBLE DRAGON	13.99	15.99	OPERATION WOLF	13.99	15.99	Amiga	16.50	16.50
DRAGON NINJA	13.99	15.99	OUTRUN	16.99	15.99	Amiga	16.50	16.50
DRILLER	15.99	15.99	OVERLANDER	13.99	15.99	Amiga	16.50	16.50
DUNGEON MASTER	15.99	15.99	OVERLORD	13.99	13.99	Amiga	16.50	16.50
D.T. TOMS OLYMPICS	13.99	15.99	PACMANIA	13.99	13.99	Amiga	16.50	16.50
ECHOLON	13.99	13.99	PAPER BOY	13.99	15.99	Amiga	16.50	16.50
ELIMINATOR	13.99	13.99	PETER BEARDSLEY	13.99	13.99	Amiga	16.50	16.50
ELITE - Avail now	15.99	15.99	PLATOON	13.99	13.99	Amiga	16.50	16.50
EMPIRE	18.99	19.99	POOL OF RADIANCE	16.99	19.99	Amiga	16.50	16.50
EMPIRE STRIKES	13.99	13.99	POW	19.99	19.99	Amiga	16.50	16.50
ESPIONAGE	13.99	15.99	POWER DROME	19.99	19.99	Amiga	16.50	16.50
F16 STRIKE EAGLE	15.99	15.99	PRO SOCCER	13.99	13.99	Amiga	16.50	16.50
FERNANDEZ MUST DIE	15.99	15.99	PUFFS SAGA	19.99	19.99	Amiga	16.50	16.50
FINAL COMMAND	19.99	19.99	QUADRAELIEN	13.99	13.99	Amiga	16.50	16.50
FISH	15.99	15.99	QUANTUM PAINT	19.99	19.99	Amiga	16.50	16.50
FLIGHT SIM 2	26.99	26.99	QUESTION OF SPORT	13.99	15.99	Amiga	16.50	16.50
FOOT DIRECTOR II	24.99	24.99	RAMBO III	13.99	15.99	Amiga	16.50	16.50
FOOT MANAGER 2	13.99	13.99	RED OCTOBER	15.99	15.99	Amiga	16.50	16.50
FOUNDATION WASTE	13.99	15.99	RETURN TO GENESIS	13.99	13.99	Amiga	16.50	16.50
FRONTIER	14.99	14.99	ROBOCOP	15.99	15.99	Amiga	16.50	16.50
FUSION	19.99	19.99	ROCKET RANGER	15.99	19.99	Amiga	16.50	16.50
GAME OVER II	15.99	15.99	R-TYPE	18.75	18.75	Amiga	16.50	16.50
GHOST + GOBLINS	13.99	13.99	SARGON 3 - CHESS	16.99	16.99	Amiga	16.50	16.50
GNOME RANGER	13.99	13.99	SCENERY DISK 7	16.99	16.99	Amiga	16.50	16.50
GUERRILLA WAR	13.99	15.99	SCENERY DISK 11	16.99	16.99	Amiga	16.50	16.50
GUILD OF THIEVES	15.99	15.99	SCENERY DISK EUROPE	16.99	16.99	Amiga	16.50	16.50
GUNSHIP	15.99	15.99	SCRAPLES	13.99	13.99	Amiga	16.50	16.50

MAIL ORDER CUSTOMERS

PRICES INCLUDE P. P. IN UK. EUROPE ADD £1 PER TAPE. ELSEWHERE £2.00. CHQ/P.O. PAYABLE TO: S.C.S. (ONE) 655, GREEN LANES, LONDON N8 0QY PLEASE SPECIFY MACHINE TYPE IN YOUR ORDER. ADD £5 P. P. FOR MACHINES.

PERSONAL CALLERS

PERSONAL CALLERS CAN PICK UP SOFTWARE FROM OUR BRANCHES AT SHEKHANA - 221 TOTTENHAM COURT RD, LONDON W1R 9AF. (NR GODDGE ST STN) OR AT SCS 655 GREEN LANES, LONDON N8 (NEAREST TUBE - TURNPIKE LANE). ON PRODUCTION OF YOUR COPY OF THIS ADVERT, WE WILL GIVE YOU A DISCOUNT OF 10% OFF THE R.R.P. ON SOFTWARE. IF YOU ARE MAKING PAYMENT IN CASH, AND THE TITLE APPEARS ON THIS ADVERT, ABOVE PRICES ARE FOR MAIL ORDER CUSTOMERS ONLY.

CREDIT CARD HOLDERS

ACCESS - VISA CARD HOLDERS RING 01-348 2907, 340-8565, 631-4627. CREDIT CARD ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY. ACCESS AND VISA CARDS ACCEPTED.

HAMMERSOFT

AMIGA/ST Mail Order Specialist

LEISURE	ST	Amiga	LEISURE	ST	Amiga	LEISURE	ST	Amiga
Aaargh!	-	13.25	PANDORA	13.50	13.50	HEROES OF THE LANCE	*18.90	*18.90
Academy	13.50	-	Platoon	13.50	16.50	Interceptor	-	17.90
Alien Syndrome	13.50	16.50	P.O.W.	-	20.50	International Karate	*13.50	*13.50
Arkaid 2	13.50	-	POWERDROME	17.90	*17.90	IRON LORD	17.90	17.90
Barbarian (Palace)	10.70	13.50	PUFFY'S SAGA	17.90	17.90	Leaderboard Birdie	15.50	18.90
Barbarian 2	*10.50	*13.50	Quadrailen	*13.50	16.50	Legend of Sword	16.50	16.50
Better Dead than Alien	13.50	13.50	Roadblasters	15.50	*18.90	MAFDET	11.00	-
Beyond the Ice Palace	13.50	16.50	ROCKET RANGER	-	20.50	Mind Fighter	16.50	16.50
Bionic Commandos	18.90	18.90	Rolling Thunder	15.50	18.50	Mortville Manor	16.50	16.50
Black Tiger	*15.50	*16.90	SENTINEL	13.50	13.50	POOL OF RADIANCE	*18.90	*18.90
Buggy Boy	13.50	16.50	Shackled	15.50	-	Powerplay	13.50	13.50
Capone	-	20.50	Sidearms	15.50	18.90	Scrabble Deluxe	13.50	13.50
Captain Blood	16.50	*16.50	Skychase	13.50	13.50	Sex Vixens from Space	-	16.90
Chubby Gristle	13.50	13.50	Soldier of Light	13.50	-	SINBAD	16.50	-
Crash Garrett	13.50	16.50	Space Harrier	13.50	*16.50	SSI Games	Phone	Phone
D. Thompson Chai	16.50	16.50	STARGLIDER II	16.50	16.50	SOS Games Creator	21.50	-
Destruction	-	16.50	Star Ray	13.50	16.50	Tanglewood	13.50	13.50
DUNGEON MASTER	16.50	*16.50	Str Crazy	13.50	13.50	THREE STOOGES	-	18.50
Eagle's Nest	13.50	13.00	Street Fighter	15.50	18.50	Time & Magic	13.50	13.50
ECO	16.50	16.50	Super Hangon	13.50	-	Trivial Pursuit	-	13.50
Eliminator	15.50	15.50	Test Drive	17.90	17.90	Ultima III or IV	16.90	16.90
Empire Strikes Back	13.50	13.50	Tetra Quest	13.50	13.50	Ultima V	*20.50	*20.50
Fire and Forget	16.50	*16.50	Thundercats	13.50	16.50			
Football Manager II	13.50	13.50	Veteran	11.00	-	GRAPHICS & MUSIC		AMIGA
FUSION	-	17.90	VIRUS	13.50	13.50	AnimatorImages	-	75.00
Game Over II	17.90	-	Whr Time Std Still	13.50	16.50	Videoscape 3D 2.0 (PAL) (1MB)	-	107.50
Gauntlet I or II	15.50	*18.90	WHIRLIGIG	13.50	13.50	Deluxe Paint II (PAL)	-	50.90
Great Giana Sisters	15.50	18.90	Wizard Wars	15.50	18.90	Deluxe Productions 1 (MB)	-	100.00
Hard Ball	-	16.50	Wizball	13.50	16.50	Digiview 3.0 (PAL)	-	125.00
HOSTAGES	16.50	*16.50	Xenon	13.50	13.50	Digiview Adapter	-	20.00
Ikari Warriors	16.50	16.50	Zoom	-	13.50	PHOTON PAINT (PAL)	-	49.90
Katakis	-	*18.90	Zynaps	15.50	15.50	Sculpt 3D (PAL)	-	59.00
Leatherneck	13.50	13.50	5 Star Games Pack	*17.00	-	Sculpt 3D Animatic (PAL) (1MB)	-	100.00
P. Beardsley Soccer	13.50	-	1943	15.50	-	TV Show (PAL)	-	55.00
*Mach III	13.50	13.50				TV Text (PAL)	-	55.00
Major Motion	13.50	13.50	ADVENTURE & SIMULATION			Aegis Video Titrer (PAL)	-	85.00
MANSELL'S GRAND PRIX	*17.90	17.90	BARDS Tale I or II	*17.50	17.50	Aegis Audiomaster	-	34.00
Mars Cops	*13.50	*13.50	BATTLECHESS	-	17.90	Aegis Sonix	-	45.00
Mstrs of Universe	16.50	-	Bermuda Project	16.50	16.50			
MENACE	*13.50	13.50	CARRIER COMMAND	16.50	16.50	QUALITY JOYSTICKS		
Mickey Mouse	15.50	-	CHRONO QUEST	20.50	20.50	Cheetah Mach - 1	-	13.50
Nebulus	15.50	15.50	Corruption	16.50	16.50	Competition Pro 5000	-	13.50
NETHERWORLD	15.50	15.50	ELITE	16.50	*16.50	Competition Pro Extra (clear)	-	14.90
Night Raider	15.50	*15.50	Fed of Free Traders	23.00	23.00	Light Gun	-	45.00
Obolator	16.50	16.50	Ferrari Formula 1	-	18.00			
Offshore Warrior	13.50	13.50	FISH	*16.50	*16.50	HARDWARE UK ONLY		
ODS	13.50	-	Flight Sim II	29.90	29.90	Amiga A500, TV mod, Photon Pnt	-	375.00
OUTRUN	15.50	-	Scenery 7 or 11	16.50	16.50	Amiga A500 AS above - 5 games	-	399.00
OVERLORD	13.50	-	Western Europe	-	13.50	External 3.5 1 Meg Drive	-	99.95
Pacmania	13.50	13.50	Japan	-	13.50	Amiga A501 512K RAM EXP	-	135.00

Hellfire

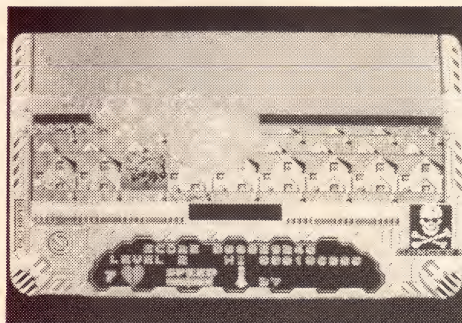
Riding in on the wave of anticipation for Thunderblade and Afterburner comes Hellfire Attack. So

how does Martech's offering fare in the light of the big licences? Steve Jarratt puts everything into first-person perspective.

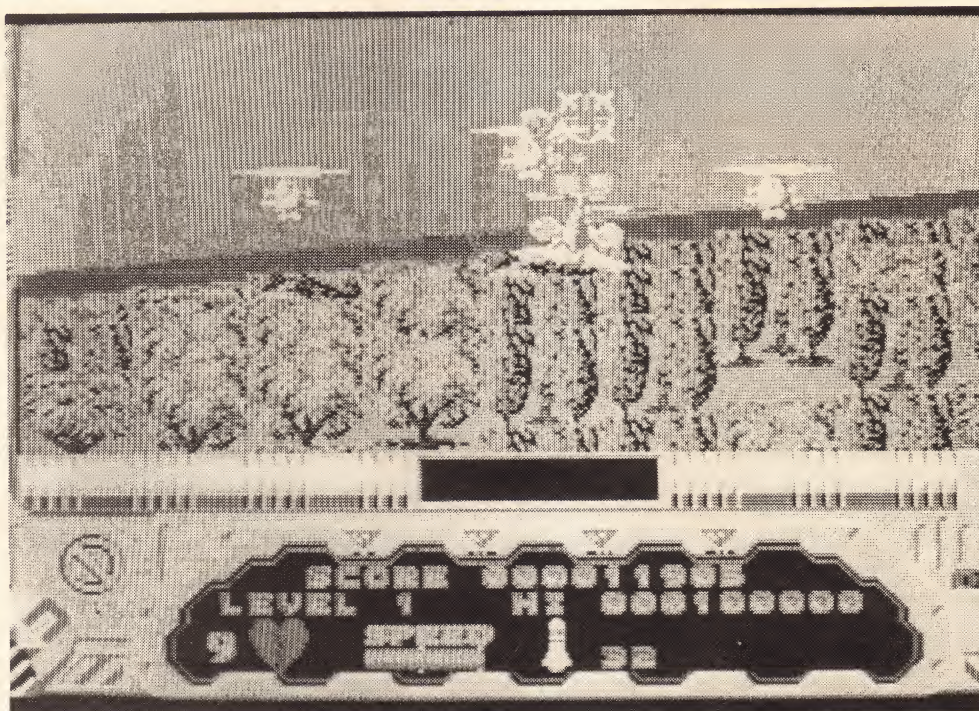
96

Taking a backseat viewpoint of the proceedings, the would-be pilot, flies a Supercobra helicopter gunship over (literally) rolling landscapes, seas and houses, guiding the craft through wave after wave of approaching jet fighters and their accompanying barrage of homing missiles.

The Supercobra is defended using a 20mm cannon (which fires constantly and is only effective against short-range targets) together with 40 Hellfire laser-guided launch-and-leave missiles. Oncoming aircraft are locked onto using the floating cursor which auto-



Prince Charles wouldn't approve of those unbroken rooflines, but you don't have time to worry about that as your Supercobra erupts in a glowing fireball.

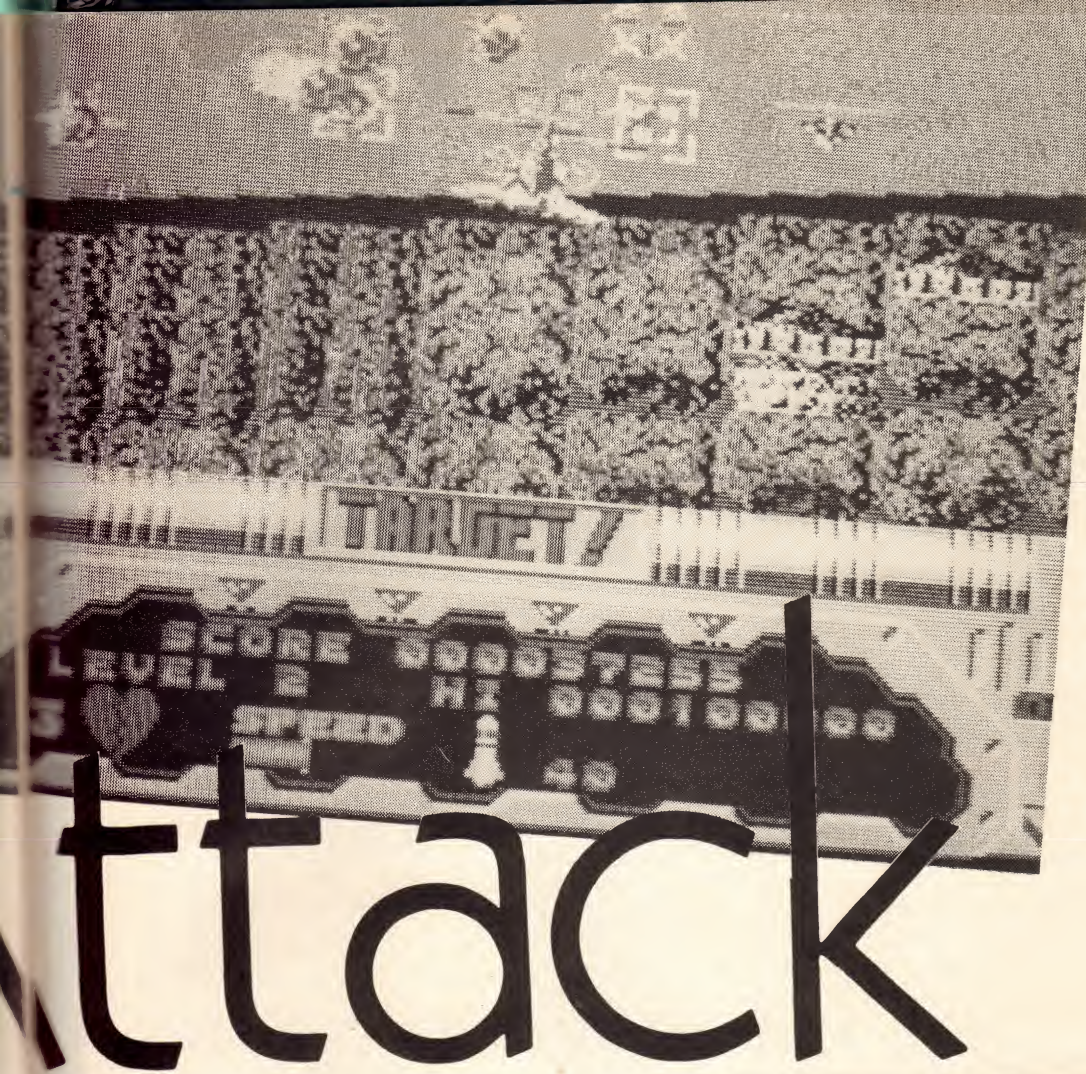


matically targets the next missile; a jab of the fire button spells certain doom to the enemy pilot.

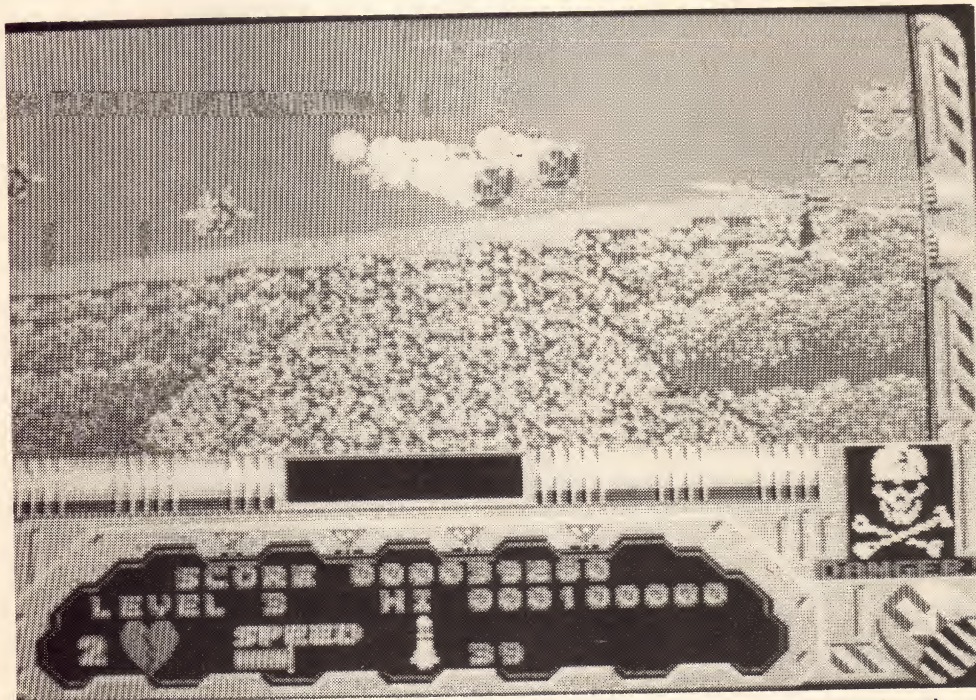
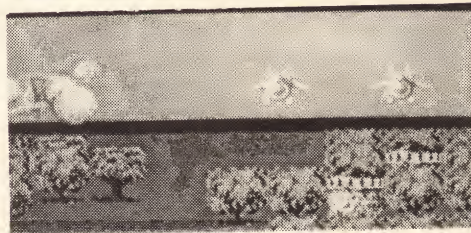
The chopper is also fitted with a turbo-boost which enables it to cover ground more quickly and accomplish an Afterburner-style roll (a disorienting manoeuvre which invariably proves fatal).

Level One gets off to a flying start as the enemy comes screaming in thick and fast.





At the end of each level, the Supercobra lands at a 'camouflaged supply dump' — effectively removing the necessity for extra graphics — whereupon the craft is restocked with missiles before continuing in the same vein, but over a different landscape.



Another enemy is trapped for his final seconds in your locking sights, but there's trouble heading your way in the shape of a pair of guided missiles.

ST

3D 'head-on' games can be difficult to implement at the best of times — Sega barely succeed with a handful of 16-bit chips and several megabytes of memory. So it only comes as a small surprise that Martech's offering fails dismally. As the screenshots show, no attempt at depth or perspective has been made: blocks of graphics simply slither down the screen, giving the vague impression of hovering over a rotating barrel — and little else. The ST's sound chip also remains in neutral for most of the game, relying upon a tedious white noise hiss to represent the roar of a helicopter engine (unless, of course, that's exactly what a Supercobra sounds like). Unfortunately, the gameplay makes a fitting suitor to the above deficiencies with some repetitive blasting. Destroying hordes of enemy fighters is gratifying enough, but they are also quite adept at doing unto you. Evading their homing missiles is pretty tricky, and on the off-chance that some decent progress is made, a large spiky ball (no mention of which appears in the instructions) floats into view and slowly but surely homes in on your craft. Throw in a swarm of enemy missiles, and even Wild Bill Stealey couldn't survive. Nine choppers are provided — and you need them all. The quality of this game, coupled with the timing of its release gives the impression of a token effort cobbled together to get on the Sega bandwagon. And that just isn't good enough.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	39%
SOUND	29%
VALUE	30%
PLAYABILITY	40%

OVERALL 38%

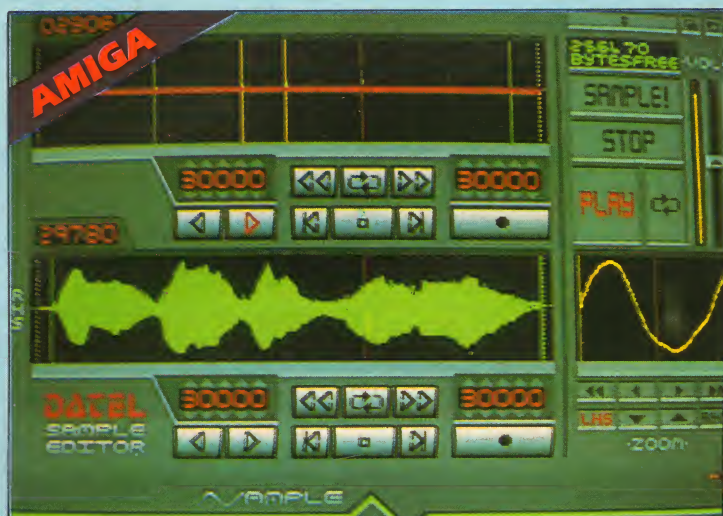
A

This version looks and plays identically to its Atari counterpart. The sound is comparatively better, but this isn't saying much where the Amiga is concerned. Hellfire Attack remains unimpressive.

PRICE:	£19.99
RELEASE DATE:	Out Now
GRAPHICS	39%
SOUND	29%
VALUE	30%
PLAYABILITY	40%

OVERALL 38%

DATTEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO

- A top quality sound sampling system at a realistic price.
- All the usual features of a sampling system plus many more.
- 100% machine code software for realtime functions.
- Hires sample editing.
- Realtime frequency display.
- Realtime level meters.
- Files saved in IFF format.
- Adjustable manual/automatic record trig level.
- Variable sample rate and playback speed.
- Separate scroll line waveform windows plus zoom function with Edit windows for fine accurate editing.
- Hardware compatible with many other software packages.
- Software files can be used within other music utilities.
- Reverse, copy, mix, clear plus other edit facilities.
- Microphone and line input 1/4" Jack and Din connections.
- 3D shot of sound waveform. Wave editor to design your own waveforms or adjust existing ones.

ONLY **£69.99** COMPLETE SYSTEM, PLEASE STATE A500/1000/2000



DISK/STORAGE BOX OFFERS

- DD40 holds 40 3 1/2" disks lockable.

ONLY **£6.99**

- DD80 holds 80 3 1/2" disks lockable.

ONLY **£8.99**

- Disks - 3 1/2" D/DS/D.
- Top quality, bulk packed with cables.

ONLY **£24.99** FOR 25.

ST COPY - DEEP SCAN NIBBLER

- ☐ Copy an entire disk - even highly protected programs - in under 60 seconds.
- ☐ Works with one drive or two.
- ☐ Multiple copy option allows you to make many copies from one original.
- ☐ Copy 1 or 2 disk sides - upto 85 tracks.
- ☐ Special format parameters for non standard formats.
- ☐ Using 1040 ST copy a whole disk in one pass with single drive.
- ☐ Compatible with 520 and 1040 ST
- ☐ Unique 'INFO' analyser - displays vital disk parameters, including sector distribution, data dispersion, interleave status, etc., etc.
- ☐ Full verify option.
- ☐ Easy to use Icon driven program takes the mystery out of disk backup

ONLY **£29.99**



DATTEL JAMMER

To complement the Sample Studio the Dattel Jammer gives you a 5 octave keyboard to play and record your sampled sounds.

FEATURES:

- 2 and 3 note chords.
- 4 track sequencer up to 9999 events.
- Tempo and Beat Controls.
- Mixer Controls on Instruments.
- Load and Save sequence.
- Works on standard IFF file sounds.



MIDIMASTER

- Full Midi Interface for A500/2000/1000 (Please state model)
- Compatible with most leading Midi packages (inc. D/Music)
- Midi In - Midi Out x 3 - Midi Thru
- Fully Opto Isolated
- No need to pay more - Full Midi standard

ONLY **£34.99**



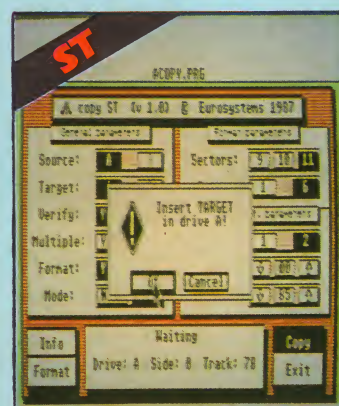
PRINTER CABLES

- 25 pin 'D' to 36 way Centronics parallel lead.
- A 500 or 1000 please state.
- 1.2m length.

ONLY **£8.99**

- 25 pin 'D' to 25 pin 'D' - serial printer lead.
- A500 or 1000 - please state.
- 2m length.

ONLY **£8.99**

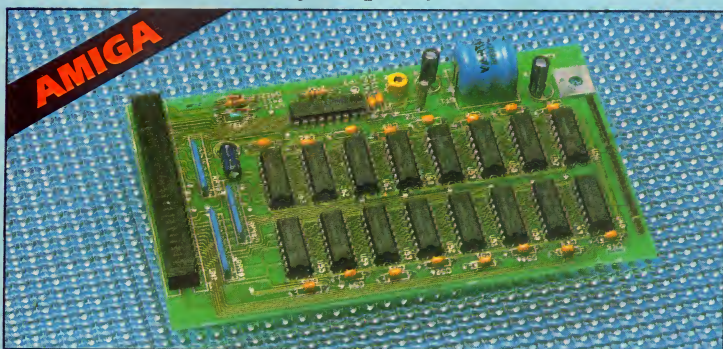


DATTEL ELECTRONICS

EXTERNAL 3.5" DISK DRIVE

- Slimline extra low profile unit - only 6" long!
- Top quality NEC drive mechanism.
- Throughport allows daisy chaining other drives.
- A superbly styled case finished in computer colours.
- Fully compatible.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.
- Value for money - before you buy a drive, please compare the features - this drive has an NEC drive unit and is housed in a superb housing - many units available are built to a price and not to a standard. Don't spend a few pounds less and end up with 'rubbish' - and remember you are buying from the manufacturer.
- Complete - no more to buy
- Atari version comes complete with necessary power supply.

ONLY £114.99 POST FREE
ADD (£5 for Courier delivery if required).



512K RAM EXTENSION ● A500

- Available with/without calendar clock option
- Simply plugs internally into a A500 slot
- Fitted in minutes - no soldering etc.
- With calendar/clock onboard time/date automatically booted
- Battery backed to retain time/date

ONLY £109.99 FOR STANDARD 512K CARD OR

ONLY £119.99 FOR VERSION WITH CLOCK/CALENDAR

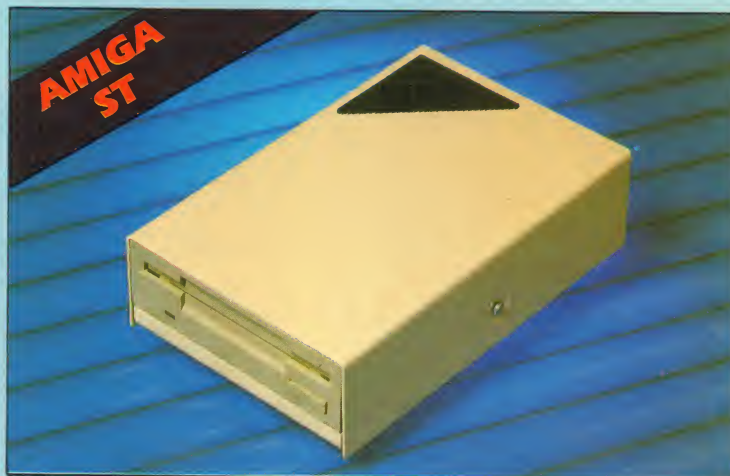


MARAUDER II

● Quite simply the best disk copier available for the Amiga (all models)

- Superfast disk copier will copy almost any commercial disk
- Friendly user Interface - Mouse driven throughout.
- Completely compatible with Amiga multitasking system
- Even decrypts many encoded programs including D.Print/Video/ Paint/Music/II etc.
- Special 'Strategy Files' cope with even the most advanced protection schemes
- Supports upto 5 drives simultaneously for multiple copies
- Regular updates available - we always ship the latest
- Fast operation - typically around 80 seconds
- USA's top selling copier

ONLY £29.99 POST FREE



1 MEG INTERNAL DRIVE UPGRADE

- ☐ Replace internal 500K drive with a full 1 meg unit.
- ☐ Top quality NEC drive unit.
- ☐ Full fitting instructions.
- ☐ Easily fitted no special skills required.
- ☐ Direct plug in replacement.
- ☐ Available now.

ONLY £99.99

SOLDER/DESOLDER KIT

- ☐ If you wish to do you own Ram upgrade then we can supply the tools.
- ☐ Quality soldering iron plus a desolder sucker tool and solder.

1 MEG RAM UPGRADE KIT

- ☐ Complete kit to fit internally into 520 STFM.
- ☐ 512K of FASTRAM to bring your 520 upto a full 1040K!!
- ☐ Fitting is a straightforward soldering job - achieved by anyone who has a little experience.
- ☐ Makes unit fully 1040 Ram compatible.
- ☐ Complete with illustrated instructions.

ONLY £99.99

- ☐ No more to buy.
- ☐ Useful for many other jobs too.

ONLY £9.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER

BY PHONE	BY POST	FAX
 0782 744707 24 hr Credit Card Line	 Send cheques/POs made payable to 'Datel Electronics'	0782 744292 UK ORDERS POST FREE - EUROPE ADD \$1 OVERSEAS ADD \$3
PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE		
DATTEL ELECTRONICS		
DATTEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.		
SALES ONLY 0782 744707	TECHNICAL ONLY 0782 744324	



Taito's controversial Uzi-based coin-op blew the arcades to pieces when it was released last year and Ocean's long-awaited conversion looks set to do the same on the ST and Amiga. Gary Whitta loads a fresh magazine and goes hostage hunting.

Dig deep enough inside the mind of even the most timid, placid and complacent person and you'll find a potential gun-toting psychopathic killer bursting to get out. Perhaps that's why Taito's

Operation Wolf did so well in the arcades. Probably the most controversial coin-op of the year (or indeed any year), it revived the long-dead arcade tradition of machines with light guns bolted onto the cabinet that shoot down on-screen targets. Shark Attack,

The mission map that appears at the beginning of each level. First attack the communication set-up to stop the front line radioing for more troops, then proceed to the jungle (where a top enemy officer lies in wait). The powder magazine is the ideal place to top up your ammo before attacking the village where, if you complete the level, your health points are replenished. Then it's off to the concentration camp from where you rescue hostages before bundling them onto a plane at the heavily guarded airport and flying back home. Easy, huh?



perfect

Watch out! A lethal anti-tank rocket speeds towards you, ready to severely damage your health unless you can shoot it down in mid-flight. Also watch out for the knives and grenades that are hurled towards you as you progress.



Hogan's Alley, Duck Hunt and Wild Gunman have all utilised the light gun feature in the past, but none were ever really successful, as the plastic guns with squeaky triggers were never quite enough to give the player the feeling of actually shooting people. Operation Wolf changed all that. The gun it featured was a full size metal replica of the Uzi 9mm sub-machine gun. Better still, it was hydraulically powered, as it juddered, vibrated and kicked when it was fired – just like the real thing!

The blatant killing and violent massacre on a huge scale that made Operation Wolf so enjoyable also served to plunge it into controversy, and there were cries of it being ideologically unsound and the crazed 'come an' get it, mother!' expressions on the faces of Operation Wolf players around the country served to strengthen this theory. This, however, didn't stop Ocean from snapping up the licence a while back and farming the job of conversion out to some guys in France who then went on to boast that they could get the conversion to be arcade perfect. And it looks like they were right.

Operation Wolf

▼ The jungle section has many hidden horrors. . . and surprises. Shoot the coconuts off the trees and they may break open to reveal an extra magazine, rocket bomb, pep pill (for extra health) or perhaps the elusive super-Uzi which for a limited period of time gives you infinite ammo and twice the fire rate!



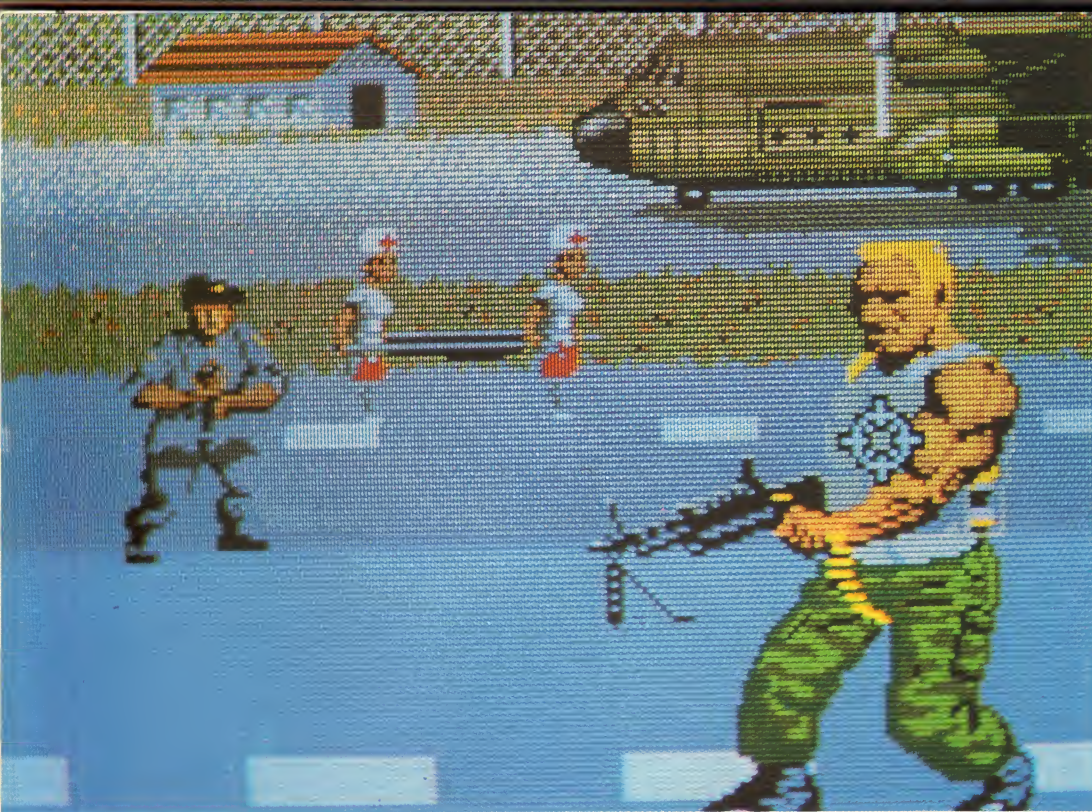
'Operation Wolf' is the codename of the mission that you, a crack commando known only as Lone Wolf have been ordered to undertake. A small foreign military power has kidnapped VIPs and is holding them hostage in a concentration camp. Unless the fanatical dictator's demands are met, they'll all bite the dust. Your job is to stop that happening by rescuing the hapless hostages. Armed with an Uzi 9mm fitted with a nifty clip-on anti-tank rocket launcher you parachute into hostile territory and the operation is under way.

The enemy territory is split into six sectors, and completing one allows access to the next. Each sector scrolls slowly vertically towards a fixed point at the end. The enemy troops appear on screen before you even get a chance to admire the scenery and begin blasting away at you like there's no tomorrow. This is where the fun starts.

Hold down the mouse button to send a stream of bullets strafing across the

▼ It's not all carefree goon-wasting in Operation Wolf. Oh, no. If your damage counter hits the top you fall to the ground and die in agony, and if you're careless and waste all your ammunition, you're captured and forced to join the guys you went out there to rescue. Luckily there's a continue play feature.





Glurk! Trouble's arrived in the form of the Arnold Schwarzenegger lookalike. Not only does he carry a lethal M60 belt-fed machine gun, he's padded up with body armour and can only be disposed of with a well-aimed head shot.

screen and wipe out any enemy troops in the way. There's no shortage of soldiers though, and swift reactions are needed to keep them dying before they get an chance to shoot you. To make matters worse, an irate soldier occasionally rushes onto the screen and opens fire at point blank range! They only appear on screen for about two seconds so you need to be quick to plug them.

Before long, support troops arrive on the scene in the form of motorcycle outriders, jeeps, armoured cars and helicopters that roll onto the screen at regular intervals, dishing out awesome firepower. This is where the rocket launcher comes in handy. Hit the right hand mouse button and an AT grenade is sent searing across the screen. If targetted correctly, this blows the mischievous vehicles to pieces, probably taking a few soldiers with it in the process. Use the grenades wisely, as they're in short supply (as indeed are your machine gun bullets). Luckily you can replenish your armaments by shooting the weapon magazines and rockets that appear on the ground from time to time. It's also possible to refresh your health level in the same manner.

A

Of course the Amiga version is arcade perfect too, with the only real difference being meatier sound effects, slightly refined graphics and the need for less disk swapping as it comes on just two disks (rather than ST's staggering three!). Go get it!

PRICE	£24.95
RELEASE DATE	Out Now
GRAPHICS	92%
SOUND	89%
PLAYABILITY	91%
VALUE	83%

OVERALL 89%



ST

For a long time there have been rumours circulating that the conversion of Operation Wolf would be arcade perfect (most of them circulated by Ocean). After much doubt and speculation the finished product has confirmed the rumours! It IS! Uzi aside, every last feature of the coin-op is here. The general in the jungle level, the bonus chickens, the civilians and medical personnel, the grenades, tanks, bonus levels, the introductory screens... nothing has been missed out! It's a perfect conversion and as such it's a fantastic game both aesthetically and in terms of playability. The cross-hair system works a lot better than expected and the whole feel is just so good it virtually IS the coin-op. The graphics are top-notch (but the screenshots should have convinced you of that already) and the music and sound effects are on a par with the rest of the game, ie: excellent. Conversions such as Super Hang-On and SDI have been close to the original. This IS the original. Buy it and own a coin-op without the need for coins.

PRICE	£19.95
RELEASE DATE	Out Now
GRAPHICS	92%
SOUND	89%
PLAYABILITY	91%
VALUE	83%

OVERALL 89%



The objective at the end of Phase One has been reached and the enemy's communications base has been destroyed. That should see to it that the rest of the army aren't alerted to your presence on the rest of the mission.

SEVENTEEN BIT SOFTWARE

That bit better than the rest!

THE ULTIMATE DEMO PACKS

MAKE YOUR MACHINE COME TO LIFE WITH THESE AMAZING PD DISKS, AS FEATURED IN "THE ONE".

Each of our packs features four different disks, plus the latest issue of our hugely popular disk-magazine. We'll also enclose details of how to join the fastest growing user club in the U.K. We are certain that once you have experienced what 17 Bit have to offer you will be back for more!

AMIGA PACK: PROBE DEMO, GRAVATTACK, SONIX JUKEBOX & SCULPT 3D ANIMATION DISK.

ST PACK: MUSIC-MIX, MAKE A BREAK GAME, THE BIG DEMO & KARATE KID ANIMATION DISK.

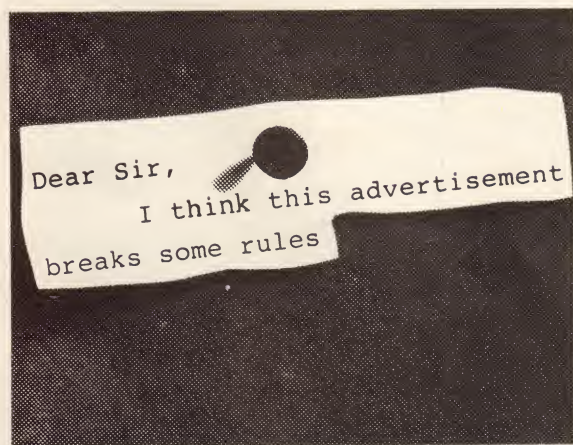
BOTH PACKS JUST £10 (Inc 1st class p&p). Write enclosing cheque or postal order (or phone with Access/Visa) to:



**17 BIT SOFTWARE
DEPT 1
PO BOX 97
WAKEFIELD WF1 1XX
TEL 0924 366982**



AS SEEN AT THE COMMODORE SHOW AND IN THE DEMOS SECTION OF THIS MAGAZINE. WE GUARANTEE SATISFACTION.



Advertisements are expected to conform to rules and standards laid down by the Advertising Standards Authority. Most do. The few that don't we'd like you to write in about.

And if you'd like a copy of these rules for press, poster and cinema advertisements, please send for our booklet. It's free.

The Advertising Standards Authority.

We're here to put it right. ✓

ASA Ltd., Dept. Y, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

MEGASAVE FANTASTIC SAVINGS

	ST	AMIGA	PC		ST	AMIGA	PC		ST	AMIGA	PC
ACTION SERVICE	11.90	11.90	11.90	GARFIELD	11.90	14.90	-	RAMBO III	11.90	14.90	11.90
ACTION ST	13.90	13.90	-	GAME OVER II	14.90	-	14.90	ROBOCOP	11.90	14.90	11.90
ARCADE FORCE FOUR	16.90	-	-	GUERRILLA WAR	11.90	14.90	-	REALM OF TROLLS	11.90	14.90	11.90
ARKANOID II	-	11.90	-	GUNSHIP	14.90	14.90	24.90	ROCKET RANGER	14.90	14.90	-
ALIEN SYNDROME	11.90	11.90	-	HELLFIRE ATTACK	14.90	14.90	-	R-TYPE	11.90	14.90	-
ARMY MOVIES	11.90	14.90	-	HEROES OF LANCE	16.90	16.90	16.90	RETURN OF THE JEDI	11.90	11.90	-
BARDS TALE I	17.90	17.90	17.90	HELTER SKELTER	9.90	9.90	-	S.D.I.	11.90	-	-
BARDS TALE 1 OR 2	-	17.90	-	HOT SHOT	11.90	11.90	11.90	SIDEWINDER	6.90	6.90	-
BIONIC COMMANDOS	13.90	16.90	13.90	HOSTAGE	14.90	14.90	14.90	SPITTING IMAGE	12.90	12.90	-
BIRDIE	13.90	16.90	16.90	HAWKEYE	11.90	-	-	STARGLIDER II	14.90	14.90	14.90
BOBBY YAZZ SHOW	11.00	11.00	11.00	IKARI WARRIORS	9.90	14.90	11.90	STREET FIGHTER	13.90	16.90	-
BUGGY BOY	11.90	14.90	-	INTERCEPTOR	-	17.90	-	SPACE HARRIER	11.90	14.90	-
BOMB JACK	11.90	14.90	-	INTER KARATE PLUS	11.90	11.90	-	SUMMER OLYMPIAD	11.90	11.90	14.90
BOMBULZ	14.90	14.90	-	INTER KARATE +	15.95	-	-	STIR CRAZY	11.90	11.90	-
BARBARIAN II	9.90	11.90	-	IRON LORD	17.90	17.90	-	SPEEDBALL	14.90	14.90	14.90
BOOTCAMP 19	-	11.90	-	INGRID'S BACK	11.90	11.90	11.90	SUPER HANG ON	11.90	-	-
BLAZING BARRELS	11.90	11.90	-	IMPOSSIBLE MISSION II	13.90	-	13.90	SKY CHASE	11.90	11.90	-
BTR DEAD T ALIEN	11.90	11.90	-	JUNKY	14.90	14.90	11.90	ST 5 STAR	14.90	-	-
BLACK TIGER	13.90	16.90	-	JOAN OF ARC	11.90	14.90	11.90	STUNTMAN	11.90	11.90	11.90
BATMAN	11.90	14.90	11.90	JO BLADE II	11.95	11.90	-	STAR RAY	11.90	14.90	14.90
BUTCHER HILL	13.90	13.90	-	LEATHER NECK	11.90	11.90	-	STAR GOOSE	11.90	11.90	14.90
BUBBLE BOBBLE	11.90	11.90	-	LED STORM	13.90	13.90	16.90	STAR WARS	11.90	11.90	11.90
BUBBLE GHOST	11.90	11.90	11.90	LEGEND OF SWORD	14.90	14.90	14.90	STOS (Game Creator)	19.90	-	-
CORRUPTION	14.90	14.90	14.90	LANCELOT	11.90	11.90	11.90	STAC (Adv Creator)	25.90	-	-
CARRIER COMMAND	14.90	14.90	-	LIVE AND LET DIE	11.90	14.90	-	SPACE RACER	11.90	11.90	14.90
CAPTAIN BLOOD	14.90	14.90	14.90	MANHATTAN DEALER	11.90	14.90	14.90	THUNDERCATS	11.90	14.90	-
CHAMPION CRICKET	9.90	9.90	-	MICKEY MOUSE	13.90	13.90	-	THUNDERBLADE	13.90	16.90	-
CHRONO QUEST	19.90	19.90	19.90	MICROPROSE SCCR	-	15.90	-	THE MAD MIX	-	9.90	-
CHUBBY GRISTLE	11.90	11.90	-	MARS COP	11.90	11.90	-	THE KRISTAL	17.90	17.90	-
CALIFORNIA GAMES	-	16.90	16.90	MENACE	-	11.90	-	THE GAMES (Writer)	13.90	16.90	-
DUNGEON MASTER	14.90	14.90	-	MTRBIKE MADNESS	9.90	9.90	9.90	THE GAMES (Summer)	13.90	16.90	-
D T OLYMPIC	11.90	14.90	11.90	MOTOR MASSACRE	13.90	13.90	-	TEST DRIVE	17.90	17.90	17.90
DRILLER	14.90	14.90	11.90	MINDFIGHTER	15.90	15.90	19.90	TIGER ROAD	13.90	16.90	-
DOUBLE DRAGON	11.90	11.90	11.90	NIGHT RAIDER	13.90	13.90	13.90	TECHNO COP	13.90	13.90	13.90
DRAGON NINJA	11.90	14.90	-	NEBULUS	13.95	13.95	-	TIME AND MAGIC	11.90	11.90	11.90
EMP STRIKES BACK	11.90	11.90	-	NETHERWORLD	13.90	13.90	-	TRIAD VOL I	19.90	19.90	-
ELIMINATOR	13.90	13.90	-	NORTH AND SOUTH	14.90	14.90	14.90	TRIV P NEW BGNING	12.90	12.90	-
ELITE	14.90	14.90	14.90	NAVCOM 6	14.90	14.90	-	TRCK ST MANAGER	11.90	11.90	14.90
ESPIONAGE	11.90	11.90	-	N MANSELL GRND PRX	15.95	15.95	-	ULTIMA V	19.90	19.90	-
ECHOLON	-	16.90	16.90	OUTRUN	13.90	-	-	ULTIMATE GOLF	13.90	13.90	13.90
EXOLON	11.90	11.90	-	OVERLORD	11.90	-	-	U.M.S.	14.90	14.90	14.90
F16 FLIGHT SIM	-	25.95	-	OBULATOR	14.90	14.90	-	VERMINATOR	14.90	14.90	-
FERRARI FORMULA 1	-	17.90	-	OVERLANDER	11.90	14.90	-	VIRUS	11.90	11.90	-
FOOTBALL DIR 2	11.90	11.90	11.90	OOPS	11.90	11.90	11.90	VECTORBALL	9.90	9.90	-
FOOTBALL MNGER II	11.90	11.90	13.90	OPERATION WOLF	11.90	14.90	11.90	VICTORY ROAD	11.90	14.90	11.90
FERNANDEZ MUST DIE	14.90	14.90	-	OPERATION NEPTUNE	14.90	14.90	14.90	WAR SHIPS	19.95	-	-
FRONTIER	14.90	14.90	-	OFFSHORE WARRIOR	11.90	14.90	-	WAR MID EARTH	14.90	14.90	14.90
FRIGHT NIGHT	11.90	11.90	-	PLATOON	11.90	-	-	WHIRLIGIG	11.90	11.90	-
FISH	14.90	14.90	14.90	POOL OF RADIANCE	16.90	16.90	16.90	WHERE TME STD STL	11.90	-	11.90
FED FREE TRADING	19.90	19.90	-	PACMANIA	11.90	-	-	WEC LE MANS	11.90	14.90	11.90
G L SUPER SKILLS	13.90	-	-	POWERDROME	16.90	16.90	16.90	XENON	11.90	11.90	-
G L INKER HOT SHOT	13.90	13.90	13.90	PRO SOCCER	11.90	11.90	11.90	ZYNAPS	13.90	13.90	-
GAUNTLET II	-	13.90	-	QUADRAUEN	11.90	11.90	14.90	1943	13.90	16.90	-
				ROAD BLASTERS	13.90	16.90	-	4 X 4 OFFROAD RCNG	-	16.90	13.90

Mail order Only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item. Fast service, send cheque/PO to: Megasave, Dept TD, 49H Sutherland Street, Victoria, London SW1 V4JX.



Please send for free list of new releases on Amstrad PC, MSX, Atari ST Amiga, Commodore and +3 state which list. Future League Ltd



DEMOS

Welcome back to the Public Domain.

There's been a huge influx of quality Amiga material while the ST stuff seems to have lapsed somewhat (a situation which we hope that you'll have rectified by next month). Most of the demos featured have once again been supplied by top PD library 17 Bit Software, so if you want to get hold of the disks shown (or the ones featured last month) you can write to them at PO Box 97, Wakefield, WFI IXX or give them a tinkle on 0924 366982. Remember, we're still keen to see YOUR art and demos, so send them to us at THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and please remember to enclose ñ SAE if you want your disk back.

DISK 148

AHere's a demo that not all Amiga owners will be able to appreciate, unless they're privileged to have a 1Mb machine. It's an out-and-out animation demo (accompanied only by a short Art of Noise sample) where a heavy book falls open to reveal one of the pages, a picture of a knight in shining armour, who then comes to life and proceeds to perform some nifty moves with his sword. Gorgeous animation if you've got that extra 500K, but everyone else would be well advised to give it a miss.

DISK 190

AThe Aegis Sonix-produced music cult lives on, with this, the (gasp) 14th disk of tunes created with the classic utility. The tunes have been written by Alistair Brimble (currently working on converting all of Rob Hubbard's classic 64 pieces to the Amiga) and



include some Jean Michel Jarre (Magnetic Fields II and Rendezvous II), The Last Ninja and Saboteur II conversions, as well as a variety of tunes under the title **Demon**. Rico Holmes has given the latest Sonix disk a graphical facelift with picture of a midi hi-fi and a new tune selection system. The music isn't too bad and as such it's essential for fans of the Sonix series.

DISK 189

ANot so much a legitimate demo, more a running preview of what you can expect of **Sword Of Sodan** from Discovery Software International (the company responsible for **Arkanoid** and **Zoom!** on the Amiga). It's a scrolling **Barbarian-style** slash 'em up that looks just a little bit like Capcom's coin-op **Street Fighter**. From what's on show this demo, the finished game looks like it could well be up to full arcade quality. Worth a look.



INTROMAKER

STNot strictly a demo, as it's not officially available on PD, but we thought we'd let you know about it all the same. Programmer Andrew Bond (currently writing **Scumball** for Mastertronic) wasn't too impressed with THE ONE intro logo on our free preview disk with Issue One and so decided to improve it. The result is an enhanced logo complete with a scrolling message that can be re-written through a word-processor.

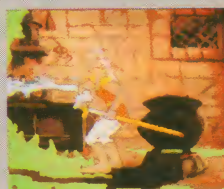


DISK 181

AD definitely the highpoint of the month, but once again only those with a 1Mb machine will be able to appreciate it. The cult Atari CD-ROM based coin-op **Dragon's Lair** is currently being converted to the Amiga by US-based Readysoft, and this demo shows some of the set sequences that have already

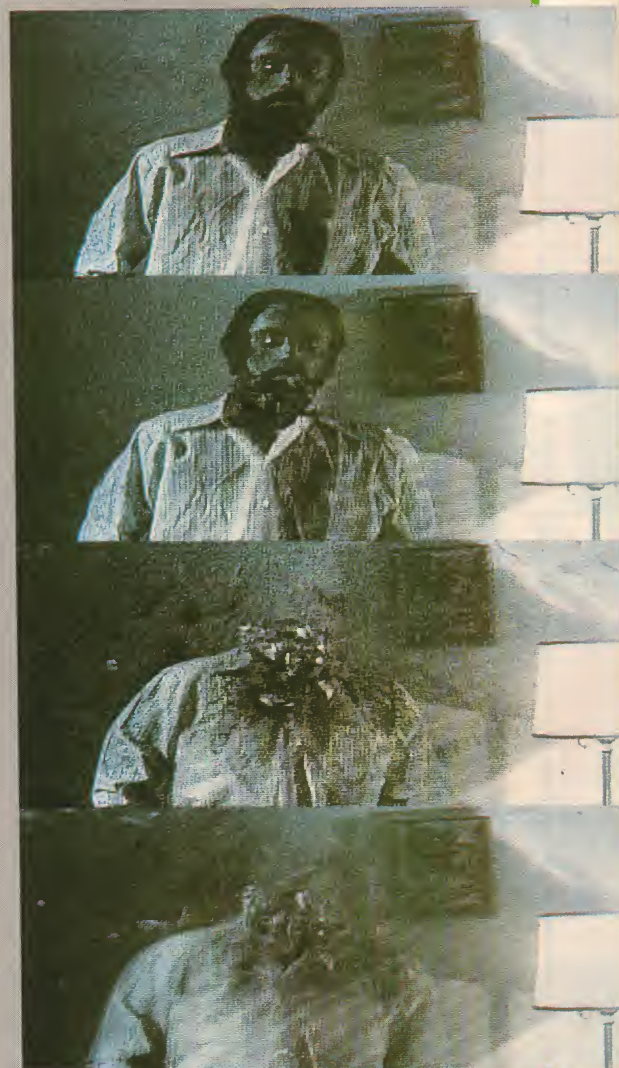


been completed. Gasp as Dirk and Daring wrestles with a ravenous crocodiles! Squirm as he is pursued by the evil slime creature and marvel at some of the most impressive cartoon-style graphics to be seen on the Amiga. It's pretty stunning stuff and the finished game should be even more astounding.



EXPLODING HEAD

AMazier Darvis of Ealing in West London was kind enough to send us this bizarre little PD offering featuring four demos, two of which require a strong stomach to watch. Firstly there's a gut-wrenching digitised rendition of a man with his head exploding (ugh!). It looks to be taken from the shock horror film **Scanners**, but if anybody knows for certain write in and let us know. Also included is a scene digitised from George A Romero's



classic zombie movie **Day Of The Dead**, where an unfortunate individual has his arm hacked off with a blunt machete! Those are the highlights of the disk, the other two are rather less interesting. All ten pieces of Dave Whittaker's **Bubble Bobble** music have been ripped out of the game and can be played at random with the number keys along with a couple of original pieces, while the final demo is a sampled mix of Sabrina's pop single Boys Boys Boys. If you want a copy of this disk, send a couple of quid to Maziar at 3 Middlefields, Ealing, London W13 8BB (to cover the cost of the disk and postage). What a gent!



RoboCop



Powerdrift



Truxton



EA

It may be cold outside, but the arcades are set to heat up for Christmas as RoboCop stomps in to take the country by storm. Following fast in his wake is a speedy lawnmower and a cast of thousands (well, not quite). This month, Ciáran Brennan loses the toss and heads off into the unknown, armed only with a pocket full of loose change...

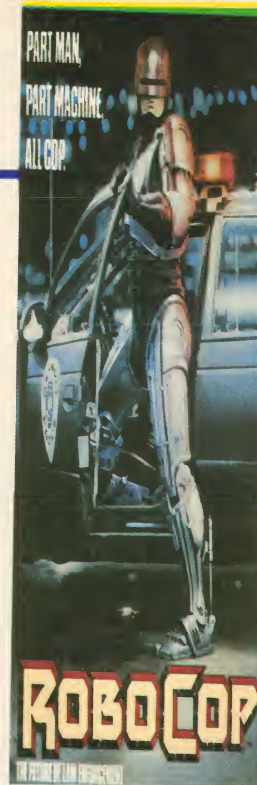
ROBOCOP (Data East)

Half man, half machine and a whole lot like Judge Dredd, RoboCop burst onto the cinema screens and caused a sensation that's just about to be repeated on video. Data East has seen the potential of the metal lawgiver and unremarkably has him in an orgy of punching and shooting that closely mirrors the film's plot.

The background is a left to right scrolling cityscape which the

nicely detailed hero doesn't so much walk along as 'clunk' like the overweight cyborg that he is – you can almost feel the cabinet shake with every step. And for a change the main sprite's robotic movement is an advantage instead of a drawback. There's not much of an objective, other than to get from one end of the playing area to the other.

RoboCop's armoury consists of the standard rocket pistol, a triple shot pistol and a

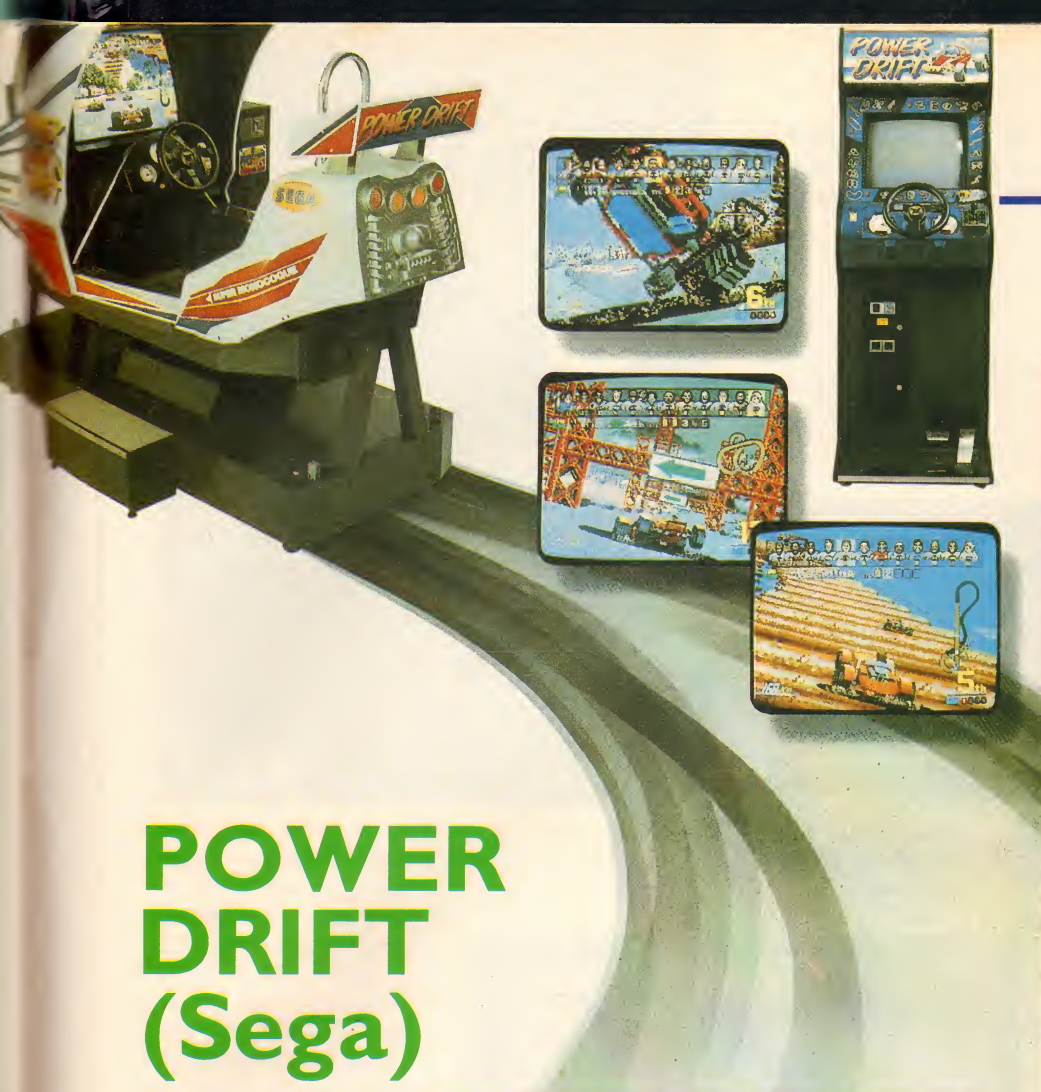


personal cannon (the latter pair are collected along the way). Other useful equipment is concealed in packing cases – and don't bother to look for the keys to these... a good Robopunch is enough to reveal their innards.

Between scrolling levels there's a quick spot of gunsight alignment to be carried out. By moving and static targets, the sight is aligned and extra points are awarded.

There are plenty of scrolling and shooting games doing the rounds at the moment, but RoboCop is easily capable of holding its head up with the best of them. The look is good, the feel is even better and the whole package is rounded off with a range of effective sonics. Take a glimpse of a grim future and go on the beat with RoboCop at the earliest opportunity.





POWER DRIFT (Sega)

Anybody fancy another sit-down racing simulation? How about a spin through Monaco's round the houses circuit in the latest Jaguar prototype? No? Okay then, what about taking the wheel of one of the unbeatable Maclarens and zooming around Brands Hatch? Old hat! Right, you won't be able to resist this one... here's the keys to a souped up lawnmower – and that bumpy log track over there is the circuit. Now you're talking!

Move over OutRun et al, Power Drift has arrived for those of us who take their driving (not so) seriously. The method may be tried and tested, but the game has plenty of surprises up its sleeve. For a start the circuit is only about 200 yards long, so to compensate there are plenty of

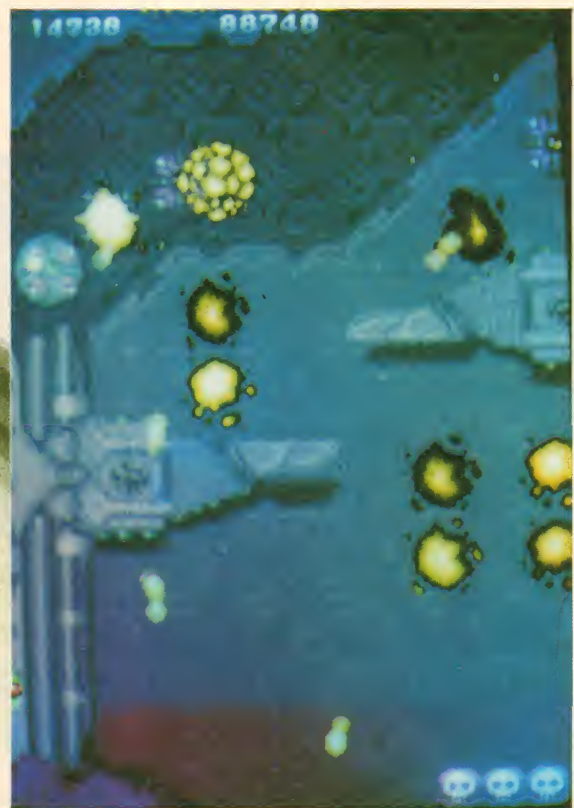


laps to be negotiated.

The cabinet is one of the usual hydraulically-controlled affairs, but extra realism is added by the juddering sensation that's experienced when the mower is taken over one of the log overpasses – remove any false teeth before attempting this stunt.

There is a race of sorts to take part in, but the opposition is fairly weak and the on-

ly real problem is avoiding the trees and other obstacles that pop up on the side of the track. There are 25 courses in all to be negotiated – finish in third place or better and it's onto the next for another round of frenetic (if repetitive) racing. Power Drift's not exactly a must, but if you liked WEC Le Mans etc then give it a try for its novelty value.

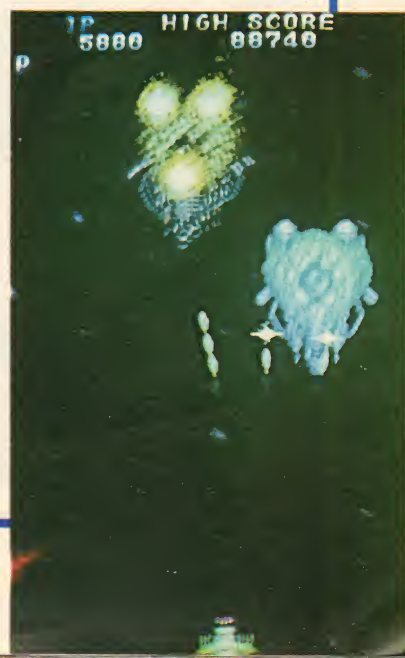


TRUXTON (Taito)

The arcades are now completely saturated with scrolling shoot 'em ups, so any new additions to the flock have to be pretty special to make an impression. Unfortunately Truxton doesn't quite meet up to this requirement – despite the inclusion of pretty graphics and absolutely wonderful explosions.

Although the action scrolls from top to bottom, the first similar game that springs to mind is Nemesis – mainly because of the snake-like creatures that grow from the side walls and the progressive expansion of the ship's armoury.

Lettered icons appear as the approaching enemy is destroyed: T loads a 'Tatsujin' bomb to the original superstructure, while S increases the maximum speed



and P adds to the ship's power. Finally, two unusual icons, 1Up and 2Up add one and two extra lives re-

spectively.

Truxton is smooth, fast and colourful with no apparent glitches, but at this stage it

should only appeal to the real fanatic. Give it a try if you fall into this category, but otherwise...



Boulderdash may have slipped from the memories of most computer gamers a long time ago, but the team at London's leading coin-op distributors, Electrocoin, have seen fit to resurrect its ageing concept with their latest development.

The object revolves around the ancient dodge and collect scenario, with a splash of cuteness thrown in to attract God knows who. The incredibly

EA (Electrocoin)

sweet hero moves about a semi-solid background, eating away a route as he goes and avoiding a whole host of cutesy-eating strawberries (!!).

These menaces can be seen off by dropping an apple on their heads, but this isn't at all easy as you first have to wait until the strawberries are in exactly the right position - and while you're waiting for one to



comply, one of his many mates is bound to sneak up behind you.

Another method used to destroy the advancing berries is to

decimate them with what looks like a deadly M&M, but once again this poses problems of its own as only one bomb is available

at a time and poor little cutesy has to wait 'til the first one explodes before another appears.

Other drawbacks include the two player game which is designed in the unfortunate one after another style, and yucky sound effects and the impossibly high difficulty level. Despite all this moaning, EA is a chuckle and is probably worth at least one try - and I've already had mine so it must be your turn now!

Who knows?

This sickly-sweetness may appeal to someone...



Clik

MAIL ORDER

Title	SSP Our Price
Aargh	£19.99 £13.50
Adventure Construction Kit	£29.99 £20.50
Alien Syndrome	£24.99 £16.50
Annals of Rome	£24.99 £16.50
Arkanoid	£26.00 £16.50
Armageddon Man	£19.99 £14.50
Army Moves	£24.99 £16.50
Around the World in 80 Days	£19.99 £13.50
Artic Fox	£24.99 £17.50
Badcat	£19.99 £16.00
Balance of Power	£29.99 £19.50
Barbarian	£24.99 £16.50
Bards Tale I	£24.99 £17.50
Bards Tale II	£19.99 £13.50
Battleship	£24.99 £16.50
Bermuda Project	£19.99 £13.50
Better Dead Than Alien	£24.99 £16.50
Beyond the Ice Palace	£24.99 £19.50
Bionic Commandos	£19.99 £13.50
Black Lamp	£24.99 £16.50
Black Jack Academy	£24.99 £16.50
Bomb Jack	£19.99 £13.50
Bubble Bobble	£19.99 £13.50
Bubble Ghost	£24.99 £16.50
Buggyboy	£29.99 £19.50
Capone	£24.99 £16.50
Carrier Command	£34.99 £27.75
Championship Golf	£24.99 £17.50
Chessmaster 2000	£19.99 £13.50
Chubby Gristle	£14.99 £10.25
City Defence	£24.99 £16.50
Corruption	£19.99 £13.50
Crack	£24.99 £16.50
Craps Academy	£24.99 £16.50
Crash Garrett	£24.99 £16.50
Daly Thompsons Olympic Challenge	£24.99 £16.50
Defender of the Crown	£29.99 £19.50
Deja Vu	£29.99 £19.50
Division One	£24.99 £13.50
Ebonstar	£24.99 £16.50
Eco	£24.99 £16.50
Elf	£14.99 £10.25
Emerald Mine	£19.99 £13.50
Empire	£24.99 £17.50
Empire Strikes Back	£19.99 £13.50
Enlightenment	£19.99 £13.50
Faery Tale Adventure	£49.99 £32.50
Ferrari Formula One	£24.99 £17.50
Fire and Forget	£24.99 £16.50
Fireblaster	£24.99 £16.50
Firepower	£24.99 £16.50
Flight Simulator II	£39.99 £26.50
Football Manager II	£19.99 £13.50

AMIGA SPECIALISTS

Unit 1A, Willowsea Farm, Spout Lane North,
Stanwell Moor, Staines, Middx TW19 6BW
Telephone: (0753) 682988

Title	SSP Our Price
Formula One Grand Prix	£14.95 £10.25
Fortress Underground	£24.99 £10.25
Fusion	£24.99 £17.50
Garrison II	£24.99 £19.50
Gee Bee Air Rally	£19.99 £13.50
Gettysburg	£29.99 £19.50
Giganoid	£14.95 £10.25
Ice Hockey	£24.99 £16.50
Ikari Warriors	£24.99 £16.50
Interceptor	£19.99 £13.50
Iridion	£39.99 £26.50
Jet	£19.99 £13.50
Jewels of Darkness	£24.99 £19.50
Jinx	£24.99 £19.50
Kampfgruppe	£29.99 £22.50
King of Chicago	£29.99 £19.50
Lancelot	£19.99 £13.50
Leatherneck	£19.99 £13.50
Leatherneck 4 Player Adapter	£5.95 £4.50
Legend of the Sword	£24.99 £16.50
Major Motion	£19.99 £13.50
Marble Madness	£19.99 £14.50
Mean 18	£24.95 £17.50
Menace	£19.99 £13.50
Mind Fighter	£24.99 £16.50
Moon Mist	£29.99 £19.50
Mortville Manor	£24.99 £16.50
Motorbike Madness	£14.99 £10.25
Obliterator	£24.99 £16.50
Offshore Warrior	£24.99 £16.50
Othello	£9.99 £5.50
P.O.W.	£29.99 £19.50
Pandora	£19.99 £13.50
Passengers on the Wind	£24.99 £16.50
Phalanx II	£14.99 £10.25
Phantasia III	£24.99 £19.50
Pinball Wizard	£9.99 £7.00
Platoon	£24.99 £16.50
Plundered Hearts	£29.99 £17.50
Pool	£9.99 £7.00
Ports of Call	£39.99 £25.50
Powerplay	£19.99 £13.50
Protector	£9.99 £7.00
Quadrangle	£24.99 £16.50
Red October	£24.99 £16.50
Return to Atlantis	£24.99 £17.50
Return to Genesis	£19.99 £13.50
Revenge II	£9.99 £7.00
Rockford	£19.99 £13.50
Rolling Thunder	£24.99 £19.50
Romantic Encounters	£24.99 £16.50
SDI	£29.99 £19.50
Sacrophaser	£14.99 £10.25
Sargon III	£19.99 £10.25

Title	SSP Our Price
Scenery Disc 11	£19.99 £13.50
Scenery Disc 7	£19.99 £13.50
Scenery Disc Europe	£19.99 £13.50
Scenery Disc Japan	£19.99 £13.50
Scrabble	£19.99 £13.50
Sentinal	£19.99 £13.50
Seven Cities of Gold	£14.99 £10.25
Shadowgate	£24.99 £16.50
Sidewinder	£9.99 £7.00
Sinbad and Throne of the Falcon	£29.99 £19.50
Skychase	£19.99 £13.50
Skyfox II	£24.99 £17.50
Space Quest	£29.99 £19.50
Space Station	£9.99 £7.00
Star Glider 2	£24.99 £16.50
Star Wars	£19.99 £13.50
Starfleet I	£24.95 £17.50
Starry	£19.99 £13.50
Stir Crazy (Bobo)	£19.99 £13.50
Stock Market	£19.99 £13.50
Street Gang	£14.99 £10.25
Street Fighter	£24.99 £19.50
Strike Force Harrier	£24.99 £16.50
Strip Poker II	£14.99 £10.25
Strip Poker Data Disc 1	£9.99 £7.00
Sub Battle Simulator	£24.99 £19.50
Summer Olympiad	£19.99 £13.50
Swooper	£19.99 £13.50
Tanglewood	£19.99 £13.50
Temple of Apshai	£24.99 £19.50
Terrapods	£19.99 £16.50
Tetrazest	£19.99 £13.50
Thexter	£24.99 £16.50
Three Stooges	£29.99 £19.50
Thundercats	£24.99 £16.50
Time and Magic	£19.99 £13.50
Time Bandits	£19.99 £13.50
Tracers	£24.99 £16.50
Ultima III	£24.99 £16.50
Ultima IV	£24.99 £16.50
Uninvited	£29.99 £19.50
Vectorball	£24.99 £16.50
Virus	£14.99 £10.25
Vyper	£9.99 £7.00
Warzone	£19.99 £13.50
Whirligig	£19.99 £13.50
Wizzball	£24.99 £16.50
Witness	£29.99 £19.50
World Darts	£14.95 £10.25
World Tour Golf	£24.95 £17.50
Xenon	£19.99 £13.50
Zoom	£19.99 £13.50
Zynaps	£19.99 £13.50

We also deal with Business S/W & H/W
AMIGA A 500 ONLY £350 Inc VAT & Delivery

IF YOU CAN'T SEE IT ON THE LIST
THEN PLEASE ASK
WE CAN'T LIST EVERYTHING AVAILABLE

SPECIAL OFFERS WHILE CURRENT STOCKS LAST

Title	SSP Our Price
Alien Strike	£24.99 £15.50
Black Shadow	£19.99 £12.50
Blast Ball	£9.99 £5.50
Borrowed Time	£24.99 £15.50
Brainstorm	£9.99 £5.50
Cougans Run	£14.99 £9.00
Diablo	£19.99 £12.50
Extensor	£9.99 £5.50
Eye	£14.99 £9.00
Fued	£9.99 £5.50
Footman	£24.99 £15.50
Frostbyte	£19.99 £13.50
Galactic Invasion	£24.99 £15.50
Goldrunner	£14.99 £15.00
Jump Jet	£14.99 £9.00
Karate Kid II	£24.99 £15.50
Kwasimodo	£9.99 £7.00
Leviathan	£19.99 £12.50
Mach 3	£29.99 £12.00
Mindshadow	£19.99 £12.50
Mission Elevator	£24.99 £15.50
Moebius	£24.99 £15.50
Ogre	£24.99 £15.50
Pink Panther	£19.99 £12.50
Plutos	£14.99 £9.00
Power Struggle	£14.99 £9.00
Q Ball	£19.99 £12.50
Q Ball	£19.99 £12.50
Roadways	£19.99 £12.50
Rockey	£19.99 £12.50
Seconds Out	£19.99 £12.50
Silcom Dreams	£19.99 £12.50
Slaygon	£19.99 £12.50
Space Port	£19.99 £12.50
Starways	£19.99 £12.50
Strange New World	£19.99 £12.50
Tass Times	£29.99 £12.00
Terramex	£19.99 £12.50
Tetris	£19.99 £12.50
Thunderboy	£14.99 £9.00
The Wall	£14.99 £9.00
Western Games	£19.99 £12.50

NEW RELEASES NOW IN STOCK

Hotshot	£19.99 £13.50
Netherworld	£19.99 £13.50
Robbery	£19.99 £13.50
Alternate Reality	£19.99 £13.50
Garfield	£24.99 £16.50
Wizard Wars	£24.99 £16.50
Chronoquest	£29.99 £19.50
Battle Chess	£24.99 £17.50
Trivial Pursuit (New Beginning)	£19.99 £13.50
Basketball	£24.99 £16.50
Nebulas	£19.99 £13.50
Rocket Ranger	£29.99 £19.50
Ingrid's Back	£19.99 £13.50
Impossible Mission	£19.99 £16.00
Quantox	£14.99 £10.50
Spidertronic	£19.99 £13.50
Football Director II	£19.99 £13.50
Eddie Edwards Super Ski	£19.99 £13.50
Mega Pack (6 in 1)	£24.99 £16.50

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE
SOFTWARE

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

COMMODORE AMIGA SOFTWARE

1943 Battle of Midway	17.95
Action Service	13.25
Afterburner	16.45
Alien Syndrome	13.25
Artura	13.25
Barbarian II	13.25
Bards Tale II	17.95
Batman	16.45
Battle Chess	17.95
Better Dead Than Alien	16.45
Buggy Boy	16.45
Butcher Hill	14.35
California Games	17.95
Carrier Command	21.95
Chrono Quest	16.45
Combat School	16.45
Corruption	16.45
Daley Thomson Olympic Chall	16.45
Double Dragon	16.45
Dragon Ninja	21.95
Dungeon Master	16.45
Echelon	17.95
Eliminator	14.35
Elite	16.45
Empire Strikes Back	13.25
Espionage	24.95
F.O.F.T.	15.95
F16 Combat Pilot	16.45
Fernandez Must Die	16.45
Fish	16.45
Flight Simulator II	28.95
Football Director II	13.25
Football Manager II	13.25
Fusion	17.95
Games Winter Edition	17.95
Garfield	16.45
Gary Linekers Hot Shot	14.35
Green Beret	16.45
Guerilla War	16.45
Heroes of the Lance	16.45
Highway Hawks	13.25
Hostages	16.45
Ikari Warriors	16.45
Impossible Mission II	17.95
Ingrid's Back	13.25
Interceptor	17.95
Jet	28.95
Lancelot	13.25
Leaderboard Collection Birdie	17.95
Pools of Radiance	17.95

ATARI ST SOFTWARE

1943 Battle of Midway	14.35
Action Service	13.25
Alien Syndrome	13.25
Artura	14.35
Barbarian II	11.20
Batman	13.25
Better Dead Than Alien	13.25
Bionic Commando	14.35
Black Tiger	14.35
Blazing Barrels	14.35
Butcher Hill	14.35
California Games	14.35
Captain Blood	16.45
Carrier Command	16.45
Chrono Quest	21.95
Corruption	16.45
Cyberoid	14.35
Daley Thomson Olympic Chall	13.25
Heroes of the Lance	17.95
Mickey Mouse	17.95
Mindfighter	17.95
Manhattan Dealers	13.25
Motor Bike Madness	16.45
Motor Massacre	13.25
Nacvom 6	21.95
Nebulus	16.45
Nigel Mansell Grand Prix	14.35
Night Raider	16.45
Offshore Warrior	13.25
Oids	24.95
Ops!	15.95
Operation Wolf	16.45
Outrun	16.45
Overlander	28.95
P.O.W.	13.25
Pacmania	13.25
Paperboy	17.95
Peter Beardsley Football	14.35
Platoon	15.99
Games Winter Edition	17.95
Gary Linekers Superskills	14.35

ATARI ST SOFTWARE

Gary Linekers Hot Shot	14.35
Gauntlet II	14.35
Guerilla War	13.25
Gunship	16.45
Helter Skelter	11.20
Hollywood Poker (Adults only)	7.25
Hostages	16.45
International Karate	13.25
Jet	28.95
Kennedy Approach	16.45
Leaderboard Collection Birdie	14.35
Leatherneck	13.25
Legend of the Sword	16.45
Leisuresuit Larry (Adults Only)	13.25
Live and Let Die	16.45
Luxor	11.20
Maldet	11.20
Maupiti Island	13.25
Mickey Mouse	14.35

ATARI ST SOFTWARE

R-Type	16.45
Rambo III	13.25
Road Blasters	13.25
Robocop	16.45
Rockford	13.25
Rolling Thunder	14.35
S.D.I.	13.50
S.T.O.S.	22.95
Shadowgate	16.45
Silent Service	21.95
Sinbad Throne of Falcons	13.25
Skychase	13.25
Space Harrier	16.45
ST Adv Creator	13.25
ST Five Star	16.45
Star Ray	11.20
Star Wars	11.20
Starfleet	13.25
Starglider II	14.35

COMMODORE AMIGA SOFTWARE

Legend of the Sword	16.45
Leisuresuit Larry (Adults only)	13.25
Live and Let Die	16.45
Luxor	11.20
Maldet	11.20
Manhattan Dealers	16.45
Menace	13.25
Motor Massacre	14.35
Nacvom 6	16.45
Nebulus	17.95
Night Raider	14.95
Operation Wolf	16.45
Outrun	16.35
Overlander	16.45
P.O.W.	21.95
Pacmania	13.25
Pandora	13.25
Peter Beardsley Football	13.25
Platoon	16.45
Powerdrome	17.95
Pro Soccer Simulator	13.25
Rambo III	16.45
Road Blasters	14.35
Robbery	13.25
Robocop	16.45
Rocket Ranger	21.95
Rolling Thunder	17.95
Sex Vixens from Outer Space	16.45
Shoot em up Const Kit	16.45
Skychase	16.45
Space Harrier	13.25
Speedball	16.45
Star Ray	13.25
Starglider II	16.45
Summer Olympiad	13.25
Techno Cop	14.35
Thunderblade	17.95
Tiger Road	14.35
Time and Magic	13.25
Triad Volume 1	21.95
Triad Volume 2	21.95
Ultima V	14.35
Ultimate Golf	14.35
Verminator	16.45
Victory Road	16.45
Virus	13.25
WEC Le Mans	16.45
World Tour Golf	17.95
Zynaps	14.35

Please make cheques or postal orders payable to
WORLDWIDE SOFTWARE.



RISING

A Taito Arcade.

110

THE LAND OF

Over the past four decades, Japan has built itself into a world leader in the field of entertainment technology, producing everything from televisions and stereos to synthesisers and video games. To find out what we can expect from the next wave of eastern technology, Nick Kelly paid a flying visit to Tokyo to take in the sights and sounds of this year's Amusement Machines Show.



Jaleco's new oversized arcade machine makes even the worst game look vaguely entertaining.



Two tense moments from Capcom's stunning new coin-op, Ghouls 'n Ghosts.



Try a little thought association experiment with a selection of friends; ask them what Japan conjures up. Chances are that close behind sumo wrestling and sushi, hi-tech gadgetry will be mentioned.

It's perhaps not surprising that the Land Of The Rising Sun has become the world's foremost producer of technical wizardry. The marriage between a tradition of neat and innovative design stretching back thousands of years, the effects of a crushing military defeat on a super-nationalistic people (and the subsequent bars on any kind of military research and development), a naturally strong work ethic and a high degree of over-population has produced an incredibly rich society in which any kind of labour — or space-saving innovation is handsomely rewarded.

The main tool used for restoring the nation to international prominence was the out-performance and out-selling of the rest of the world in the market place. Leisure time and space is a precious commodity, hence the huge popularity of the sophisticated indoor entertainment provided by computers, coin-ops and games consoles — amenities which are easily accessible and space-economical.



Sega's Super Circuit set-up, plus a car's-eye view (top).



ING TECHNOLOGY

The 26th Amusement Machines Show showcased one major development on the coin-op side, several excellent new games, plenty of average ones and a couple of weird and wonderful novelty items.

The major development was the introduction of large screen 26" monitors for games cabinets. There have been outsize screens featured on large, expensive dedicated consoles, but this is the first time that any company has launched a universal large-screen monitor compatible with games housed in standard cabinets. Jaleco, Capcom and Data East each had their own 26" cabinet on display, and practically every other coin-op company present was using these larger monitors to display their own games.

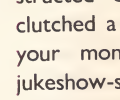
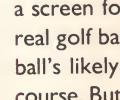
The larger screens add tremendously to graphics ordinarily seen on much smaller screens. And when you realise the potential for developing far more graphically detailed games specifically designed to make use of the system, you begin to see that in a year's time these large screen monitors are likely to be the rule rather than the exception in arcades around the world.

Capcom produced the hottest large screen results. In particular, the long-awaited follow-up to

Ghosts 'n' Goblins..... Ghosts 'n' Ghouls.

Stangely enough, it wasn't Sega's usual batch of brilliantly innovative new dedicated sit-into video consoles that was causing the crowds to throng around its stand.

Nope, what really wowed the Sega stand-throngers was the extraordinary **Super Circuit**. It's like a giant Scaletrix kit, powered by trackside **Out Run**-style consoles. The track was at least 100 yards in length and six feet across, with tunnels, hills and curves. Racing one another around this track were three foot-long model cars, each powered by a human driver housed in one of the three track-side consoles. The model cars are radio-controlled, and each has a tiny closed circuit TV camera mounted on its body. These "worms-eye-view" shots of the track are transmitted from each model car to the screen of its respective controlling console, so the three trackside drivers really drive their respective model cars around the track. The speeds were impressive, the feeling that you were really sitting in the cockpit of your Tom Thumb Formula 1 model as it careered under the tunnels over the bumps and into the side walls beating anything that even the hottest arcade car racing simulation could ever hope to achieve.



There's little chance that this game will turn up in very many British locations. It takes up about the same space as 100 upright PCB cabinets would, and reputedly costs a cool £100,000 to install.

Among the gadgets that caught my eye were a downhill ski simulator slope with a "treadmill" moving surface for skiers to practice their skills, and an indoor golf driving range tent with a screen for a back wall, which responded to a real golf ball being driven into it by showing the ball's likely flight path on a video of a real golf course. But my favourite gadget was an extraordinary robotic figure, six feet tall and constructed of brass piping and wires, which clutched a real Yamaha acoustic guitar. Shove your money in, select a tune from the jukebox-style selector and this amazing contraption actually plucks your choice out on the guitar. Whatever will they think of next?

One piece of technology which has been making the headlines over here for some time now, but was receiving its first public airing: Extended Definition Television. For the technical amongst you, these TV sets make use of advances in digital signal processing and semiconductor memory to effectively double the number of scan lines. In practise, this means



Even guitar playing has gone hi-tech in Japan...

enormous increases in definition of TV images. In addition, they can also receive specially encoded EDTV broadcasts, giving even greater clarity. EDTVs should within five years be a standard domestic appliance, and when you remember that the compact disc only came on the market relatively recently, and now accounts for a staggering 83% of all recordings purchased in Japan (cassettes pull in 10% and vinyl records just 7%), who's going to argue?

Still, it'll probably be a little while before EDTV hits these shores – for one thing the current price of the model Panasonic was showing is about £1,750, which seems to put it out of most Briton's reach, and therefore would probably make installing the necessary transmitting equipment a financially risky move for any British TV stations.

The major TV stations were also displaying an even more advanced system, known as High Definition Television which boasts screen quality comparable to 35mm film. However, as the technology surrounding HDTV means that standard TV sets wouldn't be able to pick up the broadcast signals at all, this amazing system is unlikely to become a commercial reality for some time.

The other major innovation on show was the floppy disc camera, which uses video floppy discs rather than rolls of film to record the images. Among other things, the resultant pictures can be displayed on ordinary TV sets with no loss of quality. With the basic camera retailing for as little as £315 (the Sony Mavica), this could become a massively popular alternative to standard cameras.

Nintendo's Famicom games system still enjoys a very hefty majority of the games console market over here, but NEC's PC Engine is seen by many as representing the cutting edge of console technology. Competition is becoming

ing intense however, with Sega just in the process of launching its own impressive looking 16-bit system, and Nintendo looking at doing the same thing.



Nevertheless, Hudsonsoft and NEC have one major trick up their sleeves: the PC-ROM cartridge.

This attachment to the basic PC Engine console runs a Compact Disc which enables the already powerful machine to use over 250 times the amount of memory currently available to it. According to Hudsonsoft this innovation will enable arcade-quality graphics, and CD quality sounds, to enter your front room – for a price, of course.



A visit to the offices of the popular Log-In Magazine (circulation c. 400,000) enabled me to take a quick peek at "the computer all Japanese games players want to own," according to editor Akhiko Yabu. This machine is the

Sega's Space Harrier on Sharp's new 16-bit wonder-machine, the X68000, which retails for around £1,500 in Japan.



The Japanese soft-shops even stock CDs of arcade game soundtracks!



One game that inspired Speedball... this is the Sharp X68000



amazing Sharp X68000, very expensive by Japanese standards, retailing at somewhere in or around £1,500, but, as the coin-op standard versions of **Space Harrier** and **Salamander** which I saw testify, you are getting something a wee bit special for your 1½k.

Finally if anybody still isn't completely convinced of the extent to which gaming has become an everyday part of many Japanese people's lives, a visit to Tokyo's answer to Tower Records, The Wave Store in the snooty Bond-Streetish Roppongi district would surely put them right. For there, taking up a full shelf in amongst the Springsteens and Bon Jovis, is an array of CDs containing – you've guessed it – the soundtracks to every arcade game imaginable.

SOLD!

FOR JUST £6

**Yes, it costs just £6 to
advertise your old
computer hardware in
The One**

**Just fill in the coupon
below**

Couldn't be easier!!

CLASSIFIED COUPON

All you have to do is fill in the coupon below including your name, address and telephone number and send to: Classified Dept, The One, EMAP, Priory Court, 30 - 32 Farringdon Lane, London EC1R 3AU. Maximum 30 words. Your advert will appear in the earliest possible edition.

Name: _____

Address: _____

Tel: _____

Have you included the fee of £6.00?
Make cheques payable to EMAP PUBLICATIONS LTD

CONDITIONS:

The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatsoever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

HOLMESOFT

ALDERWOOD CENTRE,
SEDGLEY, DUDLEY,
W. MIDLANDS, DY3 3QY
(TEL 0902 313600/880971)



ATARI	ATARI ST	AMIGA	ATARI	ATARI ST	AMIGA	ATARI	ATARI ST	AMIGA
16-bit Compilation	16.90	-	Hunt Red October	16.90	16.95	Space Harrier-1 (or 2)	13.90	13.95
19 Boot Camp	13.90	13.95	IK+	13.90	13.95	Space Quest-2 (or 1)	17.90	17.95
1943	14.90	18.95	Ikari Warriors	10.90	16.95	Space Racer	13.90	13.95
4-Way Football	13.90	-	Impossible Mission-2	14.90	18.95	Speedball	16.90	16.95
4 x 4 Off-Road Racing	-	18.95	Indoor Sports	16.90	16.95	Spellbreaker	19.90	19.95
5 Stars (ST)	16.90	-	Infidel	19.90	19.95	Spidertronic	13.90	13.95
Aaargh	13.90	13.95	Ingrid's Back	13.90	13.95	Spitfire 40	14.90	-
Action Service	13.90	13.95	Interceptor (F-19)	18.90	18.95	Spitting Image	13.90	13.95
Action-ST (ST/Col)	14.90	-	International Soccer	13.90	13.95	Stac (ST only)	29.90	-
Advent Const Set	-	11.90	Iron Lord	18.90	18.95	Star Glider-2	15.90	15.95
Afterburner	13.90	13.95	Jet	29.90	29.95	Star Goose	13.90	13.95
Airborne Ranger	16.90	-	Joan of Arc	-	18.95	Star Ray	13.90	16.95
Alien Syndrome	13.90	16.95	Joe Blade	6.90	6.95	Star Trek	14.90	-
Amazon Adventure	13.90	-	Joe Blade-2	13.90	13.95	Starcross	16.90	16.95
American Pool Sim	6.90	-	Karnov	13.90	-	Starfleet One	18.90	18.95
Aquaventure	16.90	16.95	Kennedy Approach	16.90	16.95	Steve Davis Snooker	13.90	13.95
Arcade Classics Vol 1	13.90	13.95	Lancelot	13.90	13.95	Stir Crazy/Bobo	13.90	13.95
Arkanoïd-2	13.90	-	Leaderboard/Birdie	14.90	18.95	Storm Lord	14.90	14.95
Army Moves	14.90	18.95	Leather Goddess	20.90	20.99	Stos (ST only)	21.90	-
Artura	14.90	-	Leatherneck	13.90	13.95	Street Fighter	14.90	18.95
Astaroth	14.90	14.95	Legend of the Sword	16.90	16.95	Strike Force Harrier	18.90	18.95
Autoduel	16.90	16.95	Leisure Suit Larry	15.90	15.95	Strut Man	14.90	14.95
B-24 Combat Simulator	16.90	-	Little Comp People	6.90	6.99	Summer Olympiad	13.90	-
B.A.T.	18.90	18.95	Live & Let Die	13.90	16.95	Sundog	10.90	-
Ball Blazer	6.90	6.95	Lode Runner	14.90	-	Super Hang On	13.90	-
Barbarian-2	13.90	13.95	Lombard 'RAC' Rally	16.90	16.95	Suspended	19.90	19.95
Bards Tale-2 (or 1)	18.90	18.95	Lords of Conquest	14.90	-	T.T. Racer	16.90	-
Bermuda Project	16.90	16.95	Lurking Horror	15.90	-	T.V. Football	19.90	19.95
Better Dead Than Alien	13.90	13.95	Manhattan Dealers	13.90	16.95	Techno-Cop	14.90	14.95
Beyond the Ice Palace	13.90	16.95	Maniax	13.90	13.95	Test Drive	18.90	18.95
Beyond Zork	16.90	16.95	Marble Madness	19.90	15.95	Tetraquest	13.90	13.95
Bionic Commando	14.90	18.95	Mars-Cops	13.90	13.95	Thrust	6.90	-
Bismark	16.90	-	Mean 18 (golf)	10.90	-	Thunderblade	14.90	18.95
Black Lamp	13.90	13.95	Mean Streak	16.90	16.95	Thundercats	13.90	15.95
Black Tiger	14.90	18.95	Menace	13.90	13.99	Tiger Road	14.90	18.95
Blazing Barrels	13.90	13.95	Mickey Mouse	14.90	-	Time & Magic	13.90	13.95
BMX Simulator	10.40	10.45	Mindfighter	16.90	16.95	Times of Lore	16.90	16.95
Bobby Yazz Show	13.90	13.95	Mindshadow	6.90	6.95	Tracker	16.90	16.95
Bombuzal	16.90	16.95	Moebius	16.90	16.95	Tracksuit Manager	13.90	13.95
Bubble Ghost	13.60	16.95	Monsters of the Night	18.90	18.95	Trantor	13.90	-
Buggy Boy	13.90	16.95	Motor Massacre	14.90	14.95	Triad (collection)	20.95	20.99
Bushido	14.90	14.95	Motorbike Madness	9.90	9.95	Trivial Pursuit	13.90	13.95
Butcher Hill	14.90	14.95	Navcom 6	16.90	16.95	Typhoon	13.90	16.95
Captain Blood	16.90	16.95	Nebulus	14.90	14.95	U Military Sim (UMS)	16.90	16.95
Carrier Command	16.90	16.95	Nethenworld	14.90	14.95	Ultima-5 (or 4)	20.90	20.95
Chainsaw Warrior	18.90	18.95	Nigel Mansell GP	18.90	18.95	Ultimate Golf	14.90	14.95
Champ Baseball	16.90	16.95	Night Raider	14.90	18.95	Uninvited	16.90	16.95
Championship Cricket	10.40	10.45	No Excuses	13.90	13.95	Vectorball	9.90	9.95
Charlie Chaplin	14.90	18.95	North & Star	-	16.95	Verminator	15.90	-
Chess Master 2000	18.90	18.95	North Star	14.90	-	Veteran	14.90	-
Chrono Quest	20.90	20.95	Obliterator	16.90	16.95	Victory Road	13.90	16.95
Circus Circus	18.90	18.95	Offshore Warrior	16.90	16.95	Virus	13.90	11.95
Combat School	13.90	16.95	Oids (ST)	13.90	-	Vixen	14.90	14.95
Computer Hits-2	13.90	13.95	Operation Neptune	16.90	16.95	W.E.C. Le Mans	13.90	16.95
Conqueror	16.90	16.95	Operation Wolf	13.90	16.95	Wanderer	13.90	16.95
Corruption	16.90	16.95	Outrun	14.90	14.95	War Middle Earth	16.90	16.95
Crazy Cars-2	13.90	16.95	Overlander	13.90	16.95	Wargame Const Set	18.90	18.95
D Thomp Olympic Chall	16.90	16.95	P Beardsley F'ball	13.90	13.95	Warship	22.90	-
D Thompson's Test	16.90	16.95	Packland	13.90	13.95	Weird Dreams	16.90	16.95
Def-Con 5	16.90	16.95	Pacmania	13.90	13.95	Where Time Stood Still	13.90	-
Deja Vu	16.90	16.95	Pandora	13.90	13.95	Whirligig	11.90	11.95
Double Dragon	13.90	13.95	Paperboy	13.90	16.95	Witness	14.90	14.95
Dragon Ninja	13.90	16.95	Pepsi Chall/Mad Mix	11.90	-	Wizard Warz	9.90	14.95
Dreadnought	13.90	13.95	Phantasm	13.90	13.95	World CI Leaderboard	14.90	14.95
Driller	16.90	16.95	Pink Panther	14.90	14.95	World War II	27.90	27.95
Dungeon Master	16.90	16.95	Platoon	13.90	16.95	Xenon	13.90	13.95
Echelon	-	18.95	Plundered Hearts	16.90	-	Zany Golf	18.90	18.95
Eliminator	14.90	14.95	Police Quest	13.90	18.95	Zero Gravity	13.90	14.95
Elite	16.90	16.95	Pool of Radiance	22.90	22.95	Zynaps	14.90	14.95
Empire	18.90	18.95	Powerdrome	18.90	18.95	HARDWARE & PERIPHERALS		
Empire Strikes Back	13.90	13.95	President is Missing	16.90	16.95	Atari-520STFM + 1Mb drive + £450		
Espionage	13.90	13.95	Pro Soccer Simulator	13.90	13.95	software	389.99	
Exolon	14.90	14.95	Puffy's Saga	14.90	14.95	Amiga-500 Comp + modulator + £100		
F-16 Combat Pilot	16.90	-	Quadrailen	13.90	13.95	software	394.99	
Face Off	9.90	9.95	Quantum Paint Pro	24.90	-	Commodore PC-1MD (incl colour		
Fed of Free Traders	21.90	21.95	Question of Sport	13.90	16.95	monitor)	489.99	
Fernandez Must Die	16.90	16.95	Questron-2	18.90	-	Amiga TV-Modulator	24.99	
Ferrari Formula 1	18.90	18.95	R-Type	16.90	16.95	Atari SF-345 Disk Drive	144.99	
Final Assault	14.90	-	R/C Rally	18.90	18.95	Amiga-1010 Disk Drive	144.99	
Final Command	18.90	18.95	Rally Simulator	14.90	14.95	Cumana/Amiga-Disk Drive (880K)	97.99	
Final Frontier	16.90	-	Rambo-3	13.90	16.95	Cumana/ST-Disk Drive (720K)	106.99	
Fire & Forget	16.90	16.95	Realm of Darkness	18.90	-	JOYSTICKS		
Fish	16.90	16.95	Realm of the Trolls	14.90	18.95	Cheetah 2125+ Joystick	6.99	
Flight Sim-2	28.90	28.95	Return of the Jedi	13.90	13.95	Cruiser Joystick	9.49	
Flintstones	13.90	13.95	Ringwars	14.90	-	Cruiser + AF	12.49	
Football Director-2	13.90	13.95	Road Blasters	14.90	18.95	Comp Pro-5000	13.99	
Football Manager-2	13.90	17.95	Road Runner	9.90	-	Euromax IBM Joystick	12.49	
Foundations Waste	16.90	16.95	Roadblasters	14.90	18.95	Euromax Pro-Grip (new)	19.49	
Fright Night	13.90	13.95	Robocop	13.90	16.95	Euromax Joystick	23.99	
Fusion	18.90	18.95	Rocket Ranger (ST)	-	19.95	Cheetah Mach-1	11.99	
Galdragons Domain	14.90	-	Rogue	9.90	9.95	Comp Pro-5000 Extra	15.49	
Game Over-2	14.90	-	Rolling Thunder	14.90	18.95	Quickshot-II Turbo	12.99	
Games Summer Edition	14.90	18.95	Roy of the Rovers	14.90	14.95	Quickshot II	7.99	
Games Winter Edition	14.90	18.95	Rugby League Boss	10.90	10.95	Ram Delta Joystick	9.49	
Garfield	13.90	16.95	S.D.I.	14.90	-	Konix S'king + AF	11.99	
Gary Lineker's Skills	14.90	-	Sargon-3 Chess	16.90	-	Ergostick Joystick	18.99	
Gauntlet-2	14.90	-	Scrabble De Luxe	13.90	13.95	Crystal Turbo + AF (new)	12.99	
GBA Basketball	16.90	16.95	Scraples	13.90	-	BLANKS, ADD-ONS ETC		
Get Dexter-2	10.90	16.95	SDI (Activation)	13.90	-	Wizard Controller	3.99	
GFL Football	16.90	16.95	Sentinel	13.90	13.95	Dust Cover (ST/Amiga)	4.99	
Ghost & Goblins	13.90	16.95	Shadowgate	16.90	16.95	Disk Drive Cleaner 3.5/5.25"	5.99	
Grt Giana Sisters	-	19.95	Shard of Spring	18.90	-	Mouse Mat	4.99	
Gryzor	13.90	16.95	Sherlock & C Jewels	16.90	16.95	B Tale 1/2/3 Clue-book (lea)	4.99	
Guerilla Wars	13.90	16.95	Shiloe	18.90	18.95	Printer Paper (9.5x11x2000)	21.99	
Guild of Thieves	17.90	17.95	Shinobi	-	16.95	Disk Box (5.25 x 120)	10.99	
Gunship	16.90	16.95	Shoot 'Em Up Const	-	23.95	Four Player Adaptor (ST/Amiga)	5.99	
Hacker	6.90	6.95	Sidearms	14.90	18.95	Disk Box (holds 100)	9.99	
Hawk	18.90	18.95	Sidewinder	6.90	6.95	Mouse (ST/Amiga/C64)	24.99	
Hellfire Attack	13.90	13.95	Sinbad	16.90	16.95	10 x 3.5 disks	9.99	
Helter Skelter	10.40	10.45	Skate or Die	18.90	18.95	10 x 3.5 disks	4.99	
Heroes of the Lance	22.90	22.95	Skateball	14.90	14.95	10 x 3.5 disks (branded)	19.99	
Hit Disks Volume 1	16.90	16.95	Sky Chase	13.90	13.95	10 x 3.5 disks (branded)	12.99	
Hostages	16.90	16.95	Soccer Supremo	10.40	10.45	10 x 3 disks (Amst)	24.99	
Hotball	16.90	16.95	Soldier of Light	13.90	16.95			

Cheque/PO/Edraft/cash
payable to: Holmesoft
UK P&P incl (Rec deliv: 50p
Europe add 50p per item
Elsewhere £1 (Airmail)

UNLISTED ITEMS
Please phone or write for
any item, now or old,
not listed above.

Stock items usually by return
Note
Forthcoming releases will be sent
on day of release
SAE for software/hardware lists.

HEROES OF THE LANCE

ARCADE ACTION

HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn.

Controlling eight Companions, each with different specialised attributes and skills, guide these brave adventurers deep into the treacherous ruins of the temple XaK Tsaroth to retrieve the precious Disks of Mishakal.

As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors.

But your final obstacle makes these monstrosities innocuous by comparison. The platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast...

...find the key to destroy Khisanth or you are doomed to failure.

CBM 64/128

SPECTRUM
48/128K

AMSTRAD

IBM PC
& COMPATIBLES

AMIGA

ATARI ST



Advanced Dungeons

COMPUTER



OFFICIAL Advanced Dungeons & Dragons® COMPUTER PRODUCT

POOL OF RADIANCE

FANTASY ROLE PLAYING

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force. Pool of Radiance adheres faithfully to the legendary Advanced Dungeons & Dragons™ fantasy role playing systems. No detail is missed including 6 player characters; computer controlled non-player characters; the Adventurers' Journal packed with history, maps and clues and the Translation Wheel that converts Elvish and Dwarvish writing to English. The gameplay is exhilarating and the graphics state of the art – portrait displays, 3D perspective, tactical combat display and personalised weapons selections compile to form the ultimate breakthrough in fantasy role-playing computer games.

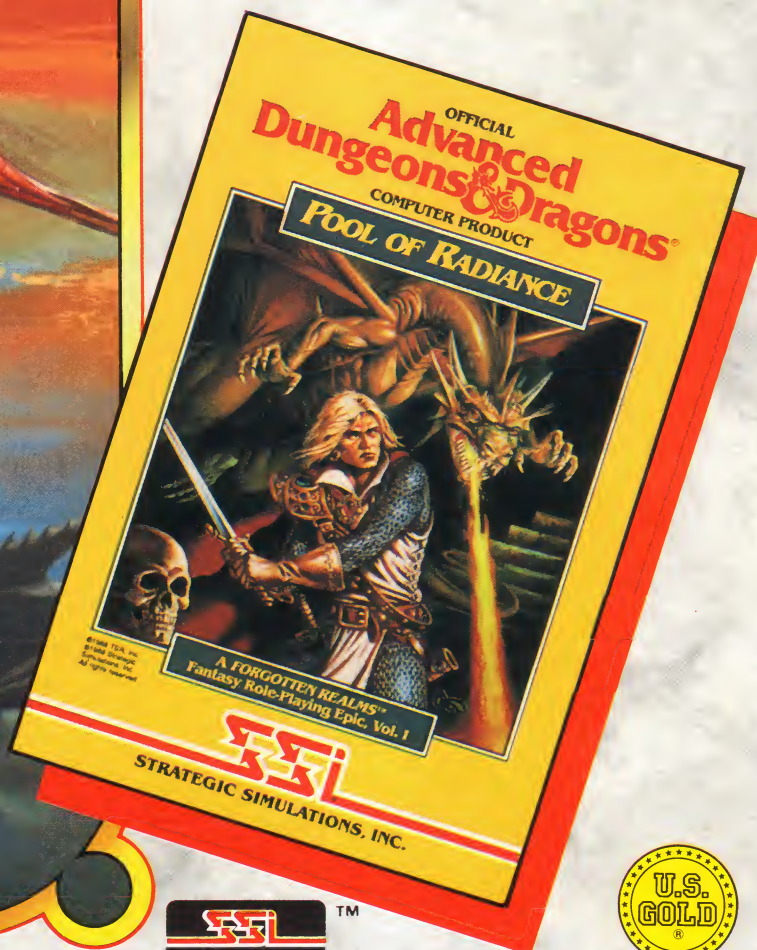


CBM 64/128

AMIGA

IBM PC
& COMPATIBLES

ATARI ST



THE WORLD'S NO.1 ARCADE GAME!



Now THE COMPUTER SENSATION OF THE YEAR

— Six levels of thrilling coin-op action brought to life on your home micro. You'll need all the nerve and stamina you can muster to complete the mission which leads through steaming jungles and enemy strongholds. Fast and accurate shooting skills are a must if you are to liberate the prisoners and secure a safe getaway.
All the original arcade play features — magazine reloads, energy bottles, hidden supplies, rocket grenades and more . . . much more!

"Not only has all the action and gameplay been captured, but so has the excitement, making it one of the most satisfying and compulsive shoot-em-ups to have appeared in a long time" ACE

Ocean Software Limited · 6 Central Street · Manchester · M2-5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

ATARI ST
£19.95
AMIGA
£24.95